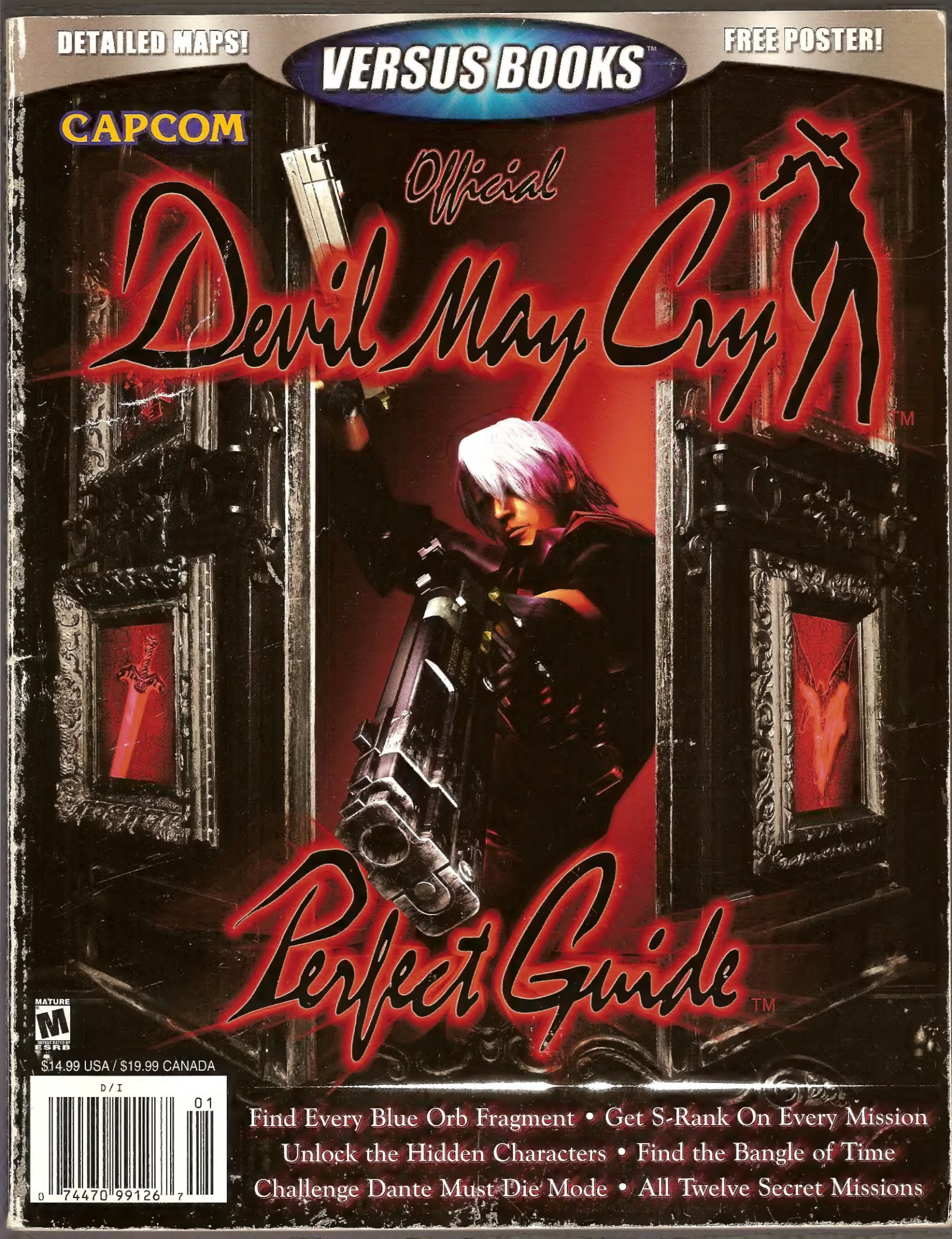
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Find Every Blue Orb Fragment • Get S-Rank On Every Mission

Unlock the Hidden Characters • Find the Bangle of Time

Challenge Dante Must Die Mode • All Twelve Secret Missions





VERSUS BOOKS

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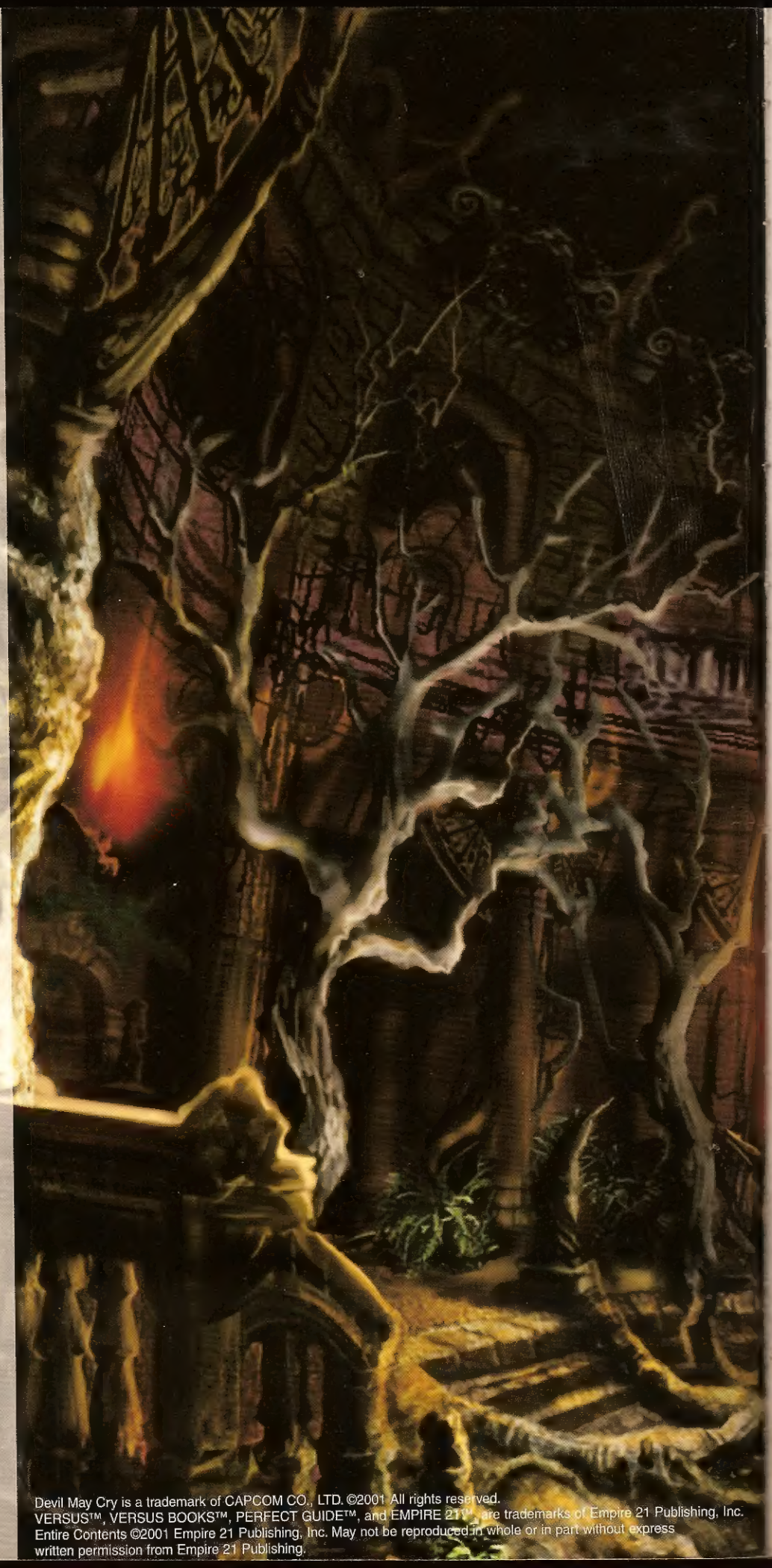
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Devil May Cry

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Basic Training

Normal & Easy/Automatic

There are actually four different game modes in Devil May Cry, but only Normal Mode is initially selectable. As is usually the case, you need to beat the Normal Mode before you can gain access to the harder modes. But the game's easiest mode, Easy/Automatic, also needs to be unlocked. To do so, you'll need to use a Vital Star in Mission One, or die and use a Yellow Orb in Missions One through Three. You'll need to then complete the mission to unlock the new mode.



See if you can pull off this cool rolling slash in any other mode!

Easy/Automatic has the usual easy mode tweaks: You start with more Vital Stars (three instead of one), more Devil Bar letters (six instead of three) hard enemies appear much less frequently, and bosses are easier to beat. There are also a few new twists: Your guns are automatic (so they have built-in rapid fire), and there is a new "Action Button." The Action Button automatically switches between your gun and sword, depending on your proximity to enemies, and dishes out cool combos without you having to do anything tricky, including a rolling slash that is impossible to execute in any other mode.



If you used one of the listed items in Mission 1, 2, or 3, this screen will appear after you get your Rank.

Missions and Secret Missions



Devil May Cry is divided into 23 Missions, each of which has a clear objective. This sounds like a major change, but you have as much freedom to explore as you do in any other Survival Horror title (like the Resident Evil series), the game simply stops to give you an opportunity to save, shop for new items, get ranking bonuses, and see your new objective. You can save as often as you want; the game keeps track, but you're not penalized. You'll start each mission with a full life bar, but your Devil Bar will carry over from the last mission.

The new mission structure doesn't prevent you from backtracking, which is a good thing, since that's how you uncover the 12 additional Secret Missions. Secret Missions always appear when you revisit an area that isn't a part of the main mission. Most Secret Missions can only be accessed during one specific mission, and frequently only after a condition is met, like defeating a boss. For this reason, we've included them at the point in the walkthrough where they first appear.

Many of the Secret Missions are designed to teach you new tactics, such as scoring Critical Hits or jumping off of enemies, but some are simply difficult enemy battles. We've ranked the difficulty of each mission in the walkthrough, and listed whether or not you can retry it if you fail. The prize for successfully completing each of the first 11 Secret Missions is a Blue Orb fragment. The twelfth gets you an entire Blue Orb and a cool new item.





Beating the first boss (in Mission 3) unlocks the door back to the castle. But if you instead head back to the broken bridge and jump into the water, you'll end up in Secret Mission 1.

It's All About the Red Orbs

As you play through Devil May Cry, you'll collect a wide variety of Orbs. The most common, Red Orbs, act as a form of currency. Between levels, and wherever you find a Statue of Time, you can spend your Red Orbs on items and moves for your two forms. Many of these moves are the key to victory in the game's later stages, so you'll want to collect as many Red Orbs as you can.

Every level has several Red Orbs waiting to be found: Either in plain sight, in smashable objects like desks or armor, or in hidden Orb spots that we'll reveal in the walkthrough. Every enemy you kill gives up Red Orbs as well, and the amount varies depending on the ranking of the combo you used to kill them (More on this later). The big jackpot is the bonus that you're awarded at the end of each Mission. The amount varies drastically, from as few as 50 to as many as 6,000, depending on your performance in the level. That amount dwarfs the amount of Orbs you get from all other sources, but since your Mission-end bonus is partially dependant on the amount of Red Orbs you got within the level, those are just as important. So leave no stone unturned, leave no enemy un-killed, and do everything as "stylishly" as possible.



End-of-Level Rankings



At the end of every mission, you'll receive a letter grade ranking of S (the best), A, B, C, or D (the worst). As we discussed above, this ranking has a huge effect on the game, since it can be a significant source of Red Orbs.

The formula that determines your rank is based on three things: The amount of time it took you to beat the level, the amount of Red Orbs you acquired within the level, and the amount of damage you took. If you do at least two of these three things perfectly, you'll score your S Rank. If you do all three perfectly, you'll get an S Rank and a Special Bonus of 2,000 Red Orbs! If you beat a boss quickly, stylishly, and without sustaining much damage, you can also score a Boss Bonus of 500 Orbs.

Each level has a preset number of Red Orbs, and a preset time limit, which you'll find listed on the charts on the side of each page, as "S Rank Orbs" and "S Rank Time." If you get that amount of Orbs or more, you'll get 500 points. If you beat it under that time, you'll get another 500 points. If you go through the level without getting hit, you'll get another 500 points. You get less points if you take longer, get less orbs, or get hit a few times too many. You also lose points for using items, but can gain back 100 to 200 points for beating Secret Missions (check out the charts for more details). You only need 1,000 points to get S Rank, but it takes all 1500 to get S Rank.

Total Points	
1000 to 1500	S Rank
800 to 999	A Rank
500 to 799	B Rank
0 to 499	C Rank
Less than 0	D Rank

Time Points	
Under Preset	500 Points
Over by <30 sec.	300 Points
Over by <2 min.	200 Points
Over by <5 min.	100 Points
Over by 5 min.+	0 Points

Life Points	
No Damage	500 Points
Minor Damage	300 Points
Medium Damage	200 Points
Heavy Damage	100 Points
Extreme Damage	0 Points

Orb Points	
Preset or More	500 Points
80+% of Preset	300 Points
50+% of Preset	200 Points
30+% of Preset	100 Points
Less than 30%	0 Points

Item Penalties	
Holy Water	-100 Points
Devil Star	-100 Points
Vital Star	-300 Points
Yellow Orb	-300 Points
Untouchable	-500 Points



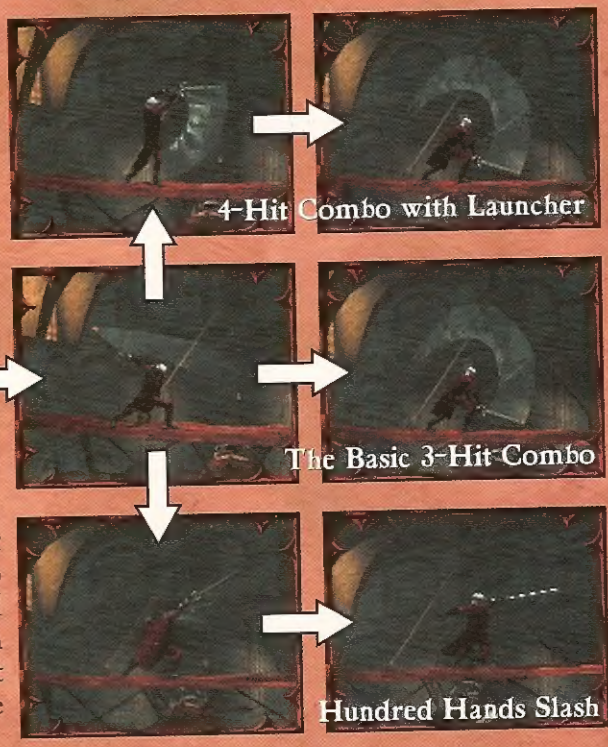
This chart, on the side of every walkthrough page, lists the S-Rank requirements and Orb bonuses for that mission.

Basic Sword Attacks

As you play Devil May Cry, you'll have several opportunities to buy powerful new moves. But what many people don't realize is that Dante begins the game with a wide variety of useful attacks. Any sword attack can turn into one of three different combos, as shown in the chart on the right.

The difference is the speed in which you hit the sword button. If you hit the button rapidly, you'll do the basic 3-Hit Combo. This is the fastest one, and good when dealing with multiple enemies. The 4-Hit Combo is a little fancier: If you hit the button more slowly, roughly at mid-swing of the second hit, you'll do an upward thrust that can launch an enemy into the air before you go to the final downward slash.





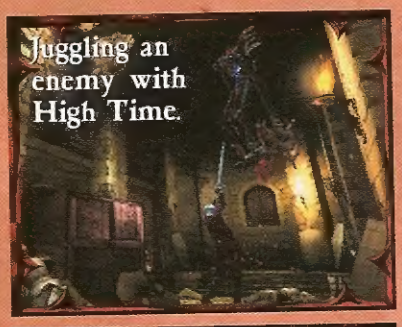
The Hundred Hands Slash is slower still. Hit the button at the apex of the second hit, and Dante will do a forward thrust. Then start hitting the button rapidly and Dante will do the same forward thrust up to 20 times in a row! This is a fairly tricky move to pull off, but it can get you easy combos, does a good chunk of damage, and is the coolest way of flipping wall switches.

Dante's Other Moves

If you check the "Action" section of your menu, you can read about Dante's other moves. All three of these are an integral part of Devil May Cry strategy.

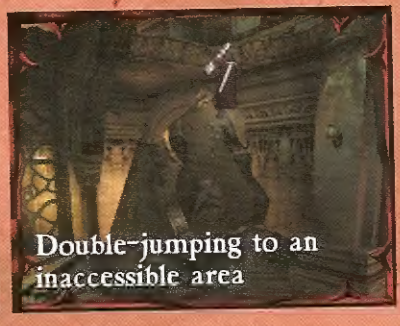
When it comes to getting Stylish combos, nothing "lights up" the battlefield like "High Time." This is actually several moves in one: If you hold R1 and press the stick away from your foe when you slash with any sword, Dante will launch the enemy into the air. You can then:

- Stay on the ground and juggle the enemy with handgun shots or further High Times.
- Hold down the slash button to travel along with the enemy, and then release it at the apex and press it again to hit the enemy on the way down.
- Hold down the button to travel along with the enemy, hit Jump to double jump off of the enemy, and then blow it away with your handgun in mid-air.


Juggling an enemy with High Time.

The Roll is the only defensive move in Devil May Cry. Don't overlook this move; not only can you use it to get out of the way of impending enemy attacks, but you're actually invulnerable for the first few frames of the roll. So if you time it right, you can roll through any attack without getting hit.


Rolling out of danger


Double-jumping to an inaccessible area

To do a Kick Jump, simply hit the Jump button again when Dante brushes up against a wall, pillar, or even another enemy. This is the only way to jump up to many of the game's areas. There's one other special jump move, the "Hyper Jump," which Dante will automatically do when you stand against the edge of a long chasm and hit the jump button.

Dante's Devil Trigger



Dante taunts Phantom from a safe spot.

Dante's most powerful ability is the ability to summon his demonic nature and transform into a half-demon creature. When in Demon Form, Dante is faster, does more damage, is tougher on defense, and regenerates health constantly. Devil Form Dante has access to a different set of powerful attacks (sold separately, listed on the next page), as well as powered-up versions of all of your Human-Form attacks.

So what's the catch? When you're in Devil Form, your Devil Bar gradually fades. When you run out of letters on your Devil Bar, you're back to human Dante. And you can't hit your Devil Trigger again (ie, hit L1 to turn back into Demon Form) until at least three letters of your Demon Bar fill up again.



Even your basic handguns become amazingly powerful when you're in Devil Form.

Outside of using a Devil Star item, there are two ways to fill your Devil Bar. One is to hit enemies, with either swords or guns. Note that you don't need to damage enemies to fill your bar; even if your shots are blocked or do no damage, your bar will fill. The other way is to taunt. At any point in the game, Dante can hit the R2 button and make a crude hand gesture. The longer you hold the button, the more Devil Bar energy you'll recover, but you'll be momentarily vulnerable.

Dishing Out Stylish Combos

Combos & Orbs	
Dull	1 Orb
Cool !	3 Orbs
Bravo !	10 Orbs
Awesome !	15 Orbs
Stylish !	25 Orbs

As you hit enemies, you'll notice the game ranking your performance in the upper-right hand corner of the screen. There are five different comments, the first letters of which mimic the game's D-C-B-A-S ranking structure. These combos aren't just for show; the better the combo that kills an enemy, the more Red Orbs you'll get for it. The more Red Orbs you get, the better your overall ranking. The chart to the left shows how many orbs you get for killing a marionette at each combo level, and the differences are certainly significant.

Every time you hit an enemy, your combo grows. It doesn't matter if you're hitting one enemy repeatedly or alternating between multiple foes, the combo grows all the same. When you've gone about two seconds without getting a hit, your combo will flash white, indicating that it's over. Your next hit will start a new combo at "Dull."



Some weapons and skills are great at getting combos, but others are horrible. Sword attacks are the best, and while regular handgun shots won't add to a combo, they will sustain it when the enemy is in midair. When enemies are far apart, a great way to link them is to juggle one enemy up, shoot it with your handguns as you walk to the next foe, and then quickly start attacking the next one, adding it to your combo. Juggling hits (with High Time) are the best way to do combos–every juggle takes you up a rank, and it keeps the enemies occupied and unable to counter-attack.



Other moves that are great for combos include the Hundred Hand Slash, which is a combo all by itself, and your Devil Form handguns. If you hit your Devil Trigger and start firing into a crowd of enemies, you'll quickly be in Absolute territory. They can't make it all the way to Stylish, but if you approach an enemy and hit it with a different attack, you can continue the combo. We'll discuss other combo tactics throughout the walkthrough, but those are a few to get you started. Just remember, this isn't Resident Evil, where you're supposed to find a safe spot and slowly blow enemies away. The path to financial rewards in Devil May Cry is constant, frantic, stylish action.

Ifrit Moves

Magma Drive
500 Red Orbs

Magma Drive is unusually cheap for an Ifrit move, but you might be better off saving that cash for Kick13, Inferno, or Rolling Blaze. This move allows Human or Demon Form Dante to do an uppercut the same way you do the High Time move. It can be used to juggle enemies, but that strategy isn't as effective as it was for Alastor.



Kick13
Level 1 - 700 Orbs
Level 2 - 2100 Orbs

In Human Form, Kick13 is just the Ifrit equivilant of Stinger. But it has a second, unlisted ability that can only be done in Devil Form. Use it to start off a combo and Dante will do a super-quick 4-hit combo that is the game's best anti-boss attack. It's the first Ifrit move you should buy.



Rolling Blaze
3450 Red Orbs

Pricey, but oh-so-good, Rolling Blaze turns every jump in either Form into an attack. Rolling Blaze doesn't do much damage, but allows you to block projectiles with a jump, hit airborne enemies easily, and charge your Devil Bar quickly.



Meteor
Level 1 - 900 Orbs
Level 2 - 2700 Orbs

Why buy a projectile when you're packing guns? Well, Meteor does stun foes, an attribute that makes it very useful against Angelo and in the Dante Must Die! Mode. But until you get there, it's not a priority.

Inferno
4850 Red Orbs

Inferno turns what would have been a Devil Form jump kick into a massive explosion that can kill just about any regular enemy in the game. It does obscene damage, but takes 3 letters off of your Devil Bar every time you use it. Too bad the price hurts almost as much as the move itself.





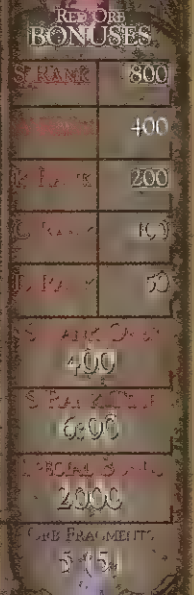


Walkthrough

Curse of the Bloody Puppets

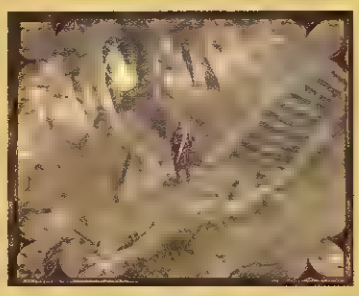
Break the evil spell and open the cursed door.

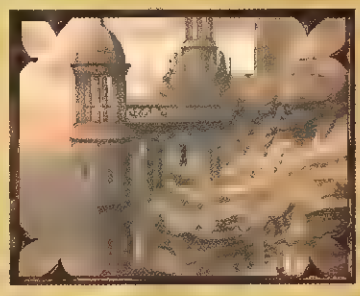




A Grab a Few Items Before the Mission Begins

This simple area has no enemies, but does contain two useful items. The first is the Yellow Orb in front of the statue. Yellow Orbs are basically one-ups and, while rarely found, are always welcome. The Blue Orb fragment is a bit trickier to find–you'll need to jump onto the bridge above the path and stand in the covered tower at the end to make it appear. Blue Orbs are the Heart Pieces of Devil May Cry; for every four fragments you collect, your life bar will grow a bit.

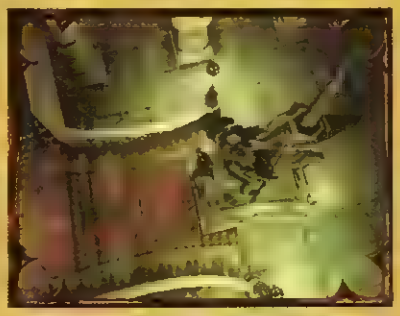




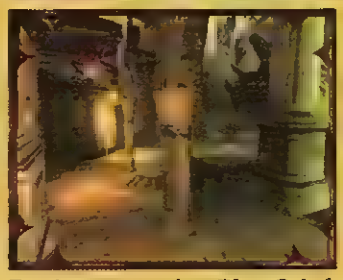
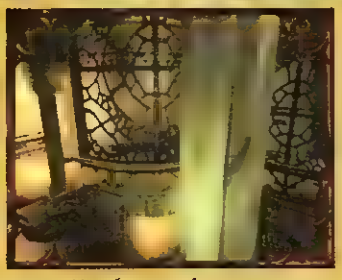
B Start Racking Up the Red Orbs

It'll take 45 Red Orbs to open the red door in this room. In a fortuitous coincidence, there are exactly 45 Red Orbs scattered around this room's three levels. If you're in a hurry, you can skip the scavenger hunt and score 100 hidden orbs by jumping, very carefully, onto the statue of the horse and standing at the tip of its lance (1). To get there, jump onto the horse's rear, jump again to the head, then turn to face the lance and jump to the tip.

Leap to the top of the lance in three well-timed moves, as shown below:





Don't miss another Blue Orb fragment in the northwest corner of this room (2). You'll need to double jump along the west wall to get to the crumbled ledge where it lies



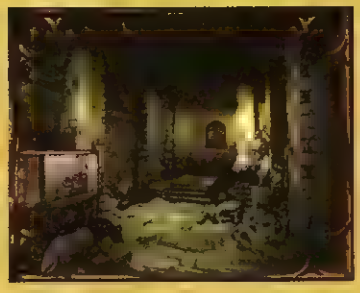
The weird statue with the hourglass on the second floor (3) will take you to the game's shop if you hit it with your sword. There's no point going there now, since you have nowhere near enough Red Orbs to afford anything.

When Puppeteers Attack

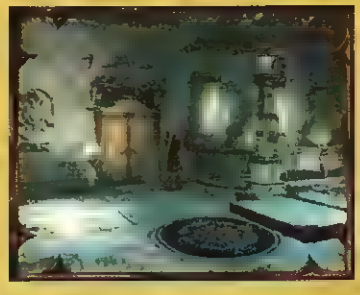


The disembodied hand that blocks the red door will shatter if you have at least 45 Red Orbs in your possession. Past that is a room with a closed portcullis, where you can smash a row of empty armor to uncover five Red Orbs and another Blue Orb fragment (4). After that, you'll want to head through the brown door and then rush into the stairwell.





smashing each of the two weapon baskets. Before you go any further, open the door and enter a large blue-tinted room. This area has nothing to do with this mission, but if you jump into the water directly to Dante's left as he enters, you'll find another hidden Blue Orb fragment (5).





You can smash a wide variety of items on the bottom level of that three-story area, uncovering 10 more Red Orbs in the process. Climb up to the second floor, where you can get five more Orbs by



The staircase to the third floor is blocked, but you can jump up from the purple cabinet onto the third floor. There are two Red Orbs here, and a glowing Rusty Key in the Marionette's hand (6).

Taking the key will animate the marionettes scattered throughout this room. They're the game's easiest enemies, the zombies of Devil May Cry, if you will. Use your sword to vanquish the two that immediately attack (you can juggle them easily if you're aiming for a high ranking), then drop down to the cabinet on the second floor and gun down the third marionette before it can turn around and defend itself.





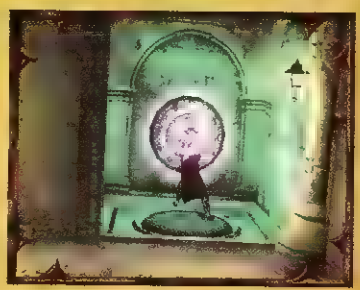
Let the Bodies Hit the Floor!

Go back to the main hall and use your Rusty Key to unlock the blue door to the Armory. This odd room has a ton of stuff you can break, but the hidden items are elsewhere. If you double jump onto the airplane wing, you'll find the fifth Blue Orb fragment of this mission (7; map on next page). Stand at the edge of the wing over the propeller and press the jump button to step down onto the cockpit and collect 40 hidden Red Orbs (8).





Smash the two statues in the southeast corner and use your sword to stab the seal until all of the letters light up (9). That will activate an elevator that will take you down to a small underground Arena. You'll have to fight about a dozen marionettes there, so give in to the frenzy of blood-letting and charge right into the group of five marionettes that awaits in the center of the room. Using basic sword combos, you should manage to hit three or four of them with every stroke. Toss in a juggle or two and you're sure to score a "Stylish".



Things get trickier as new Marionettes enter the field from the three doors, since the new arrivals will throw their blades from across the room if you stay in one place for too long. As long as you keep moving perpendicular to them, they'll never get a clean shot. One of the marionettes in the last batch may have a shotgun, so if you see one that's packing, take it out quickly. Or leave it alone and just make sure there's always an enemy between it and you. Then you can giggle with girlish delight as it accidentally blows away its friends.





Escape the Armory to Complete Your Mission

Victory in the Arena will reactivate the elevator, and net you your first Green Orb, a life recovery item. You'll also get a pile of Red Orbs; the exact amount depends on how the game rated your combos.

Back in the Armory you'll face a half dozen of the cleaver-wielding Marionettes, led by a Bloody Mari, a knife-wielding Marionette that has a bit more health than the others. If you make a jump onto the top of the airplane, you'll be able to gun down most of the enemies from the wings and cockpit. The marionettes will try to throw their blades, but can never seem to hit Dante when he's above them. Drop down to finish off the stragglers, and when the room is clear, you can enter the blue door and complete your first mission.







Judge of Death

Open the door of the cathedral.



Castle Courtyard - Level 1F

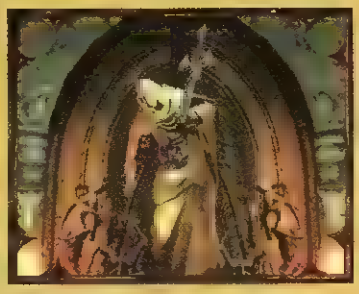
Castle Courtyard - Level 2F



A Dante the Armoire Slayer



You'll start this mission in the southeast corner of a long hallway. Immediately in front of Dante is a small room with a shop and a pair of desks you can smash to collect a large Red Orb and a Blue Orb fragment (1).



You'll return to find the hallway full of marionettes. For now, it's easiest to simply run through the hall, jumping over the Marionettes as they appear. At the end you'll find the Alastor Sword, a new weapon that allows Dante to access his Devil Form and for which you can buy several powerful new moves (2). Dante will equip it automatically, and you can then enter the door to his left.





The Library provides several more opportunities for Dante to exercise his deep animosity towards furniture. Smash the one by the door to collect a few Red Orbs, then head upstairs and destroy the desk directly opposite the suspicious painting (3). Snag your nifty new Shotgun, and pull the glowing Rusty Key out of the painting (4). Goodbye Ebony & Ivory, hello Mr. Boomstick.

Try Out Dante's New Toys

Go out the way you came in and carefully traverse the hallway until you get to the brown door in the center of the hallway. Marionettes will attack you on the way, and you can either continue to dodge them or use this opportunity to try out Alastor's new Devil Bar.



The Marionette-obliterating Shotgun is lots of fun, but that's no reason to neglect Ebony & Ivory. When in Devil Form, your handguns are now an amazing offensive force (and one that lets you rack up high–paying combos with ease).

A large courtyard is just through the brown door. If you're done playing with your new Shotgun, sword, and Devil Form, you can easily dodge the meandering Marionettes here, but if you're going for combos, take the opportunity to see how quickly you can score a Stylish by unleashing your Devil Trigger and tearing into a pack of Marionettes. To use it, charge your Devil Bar by hitting the enemies in this room (with any weapon), or by taunting them with the R2 Button. When it's full, hit L1 to double your speed and damage, power-up your guns, increase your defense, and regenerate health for as long as the Devil Bar lasts.







When you're done playing, jump onto the top of the fountain to reveal a bushel of Red Orbs (5). Ignore the lion statue for now, and jump up to the double doors in the northwest corner of the second floor.

The Secret Passage Back to the Library

Ignore the statue at the end of this hallway, and stop at the suspicious golden altar in the middle (6). If you knock it aside with your sword, you'll reveal a trap door. Hop down into a hidden room, where you can pull the Staff of Judgment from the relief to open a hidden door back to the Library.



Try to leave the Library, but don't expect the door to open on the first try. A trio of Sin Scissors will appear, and the door won't budge until they're all dead. These enemies seem tough, but they're each just one point-blank Shotgun blast away from oblivion.



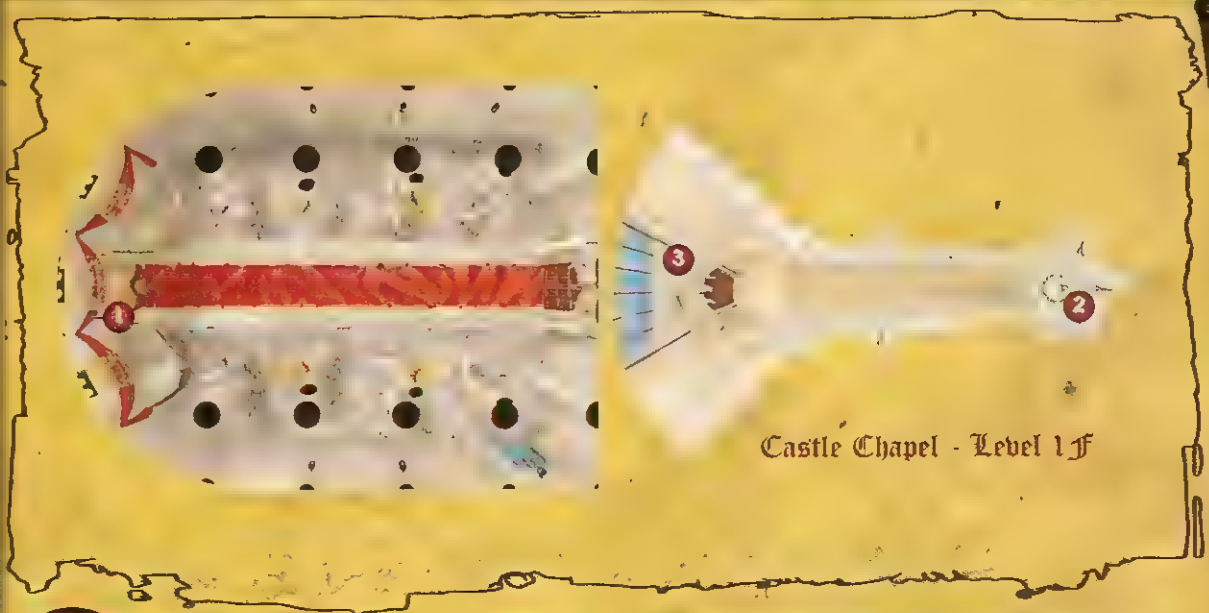
Squish some spiders on the other side of the door, and drop your Staff into the relief where you got Alastor to reveal the hidden door that leads to Mission 3.



Mission 3

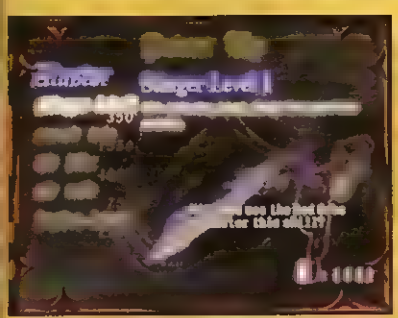
Destroyer of Ardor

Overcome the trial and acquire the "Pride of Lion."



A Blow Some Cash on New Moves

Begin this mission at the shop, where you can use your hoarded Orbs to buy new moves for Alastor. Stinger Level 1 is pretty useful in combat (since Dante can use it even when in human form), and Air Raid will be useful against the upcoming boss. If you want to get all the hidden items from this point on, you'll need to get either Air Raid or Vortex Level 1 (both of which can be used in Devil Form only), or the pricey but useful Air Hike move. If you're short on cash, you may want your first purchase to be a Purple Orb, which will permanently add another letter to your Devil Bar.



Stinger is a quick forward thrust that does a good amount of damage very quickly. It's especially useful for putting the big hurt on the deadly Shadow enemies that will be introduced in the next mission. At only 350 Red Orbs, it's an unbeatable value.



Air Raid costs 750, but it works as both a combat move and a utility move. In combat, it rains electric death on ground-bound enemies from the safety of the sky. Outside of combat, you can use it to fly over unjumpable chasms and score a few otherwise inaccessible Blue Orb fragments.

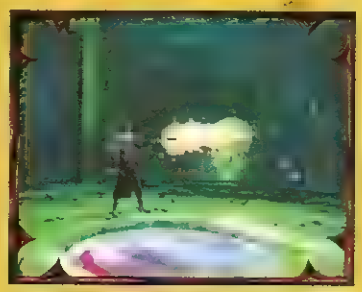


Purple Orbs can never be found in the game, only bought. These items permanently add a letter to your Devil Bar, which means you can use your Devil Form for a few seconds longer. No matter how many letters you have, you only need three full letters to use your Devil Bar, so there's no downside.

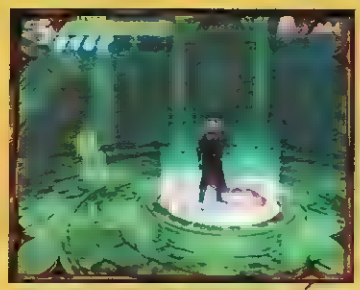
B Liberate the Pride of Lions Plaque



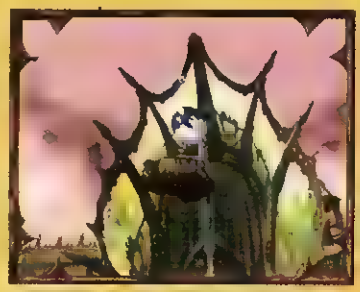
Examine the floating plaque (1) in this eerie room to destroy the seal that blocks the door directly across from it. Past that door is a giant bridge that leads to a small area with another plaque and some Red Orbs. You have to examine the plaque to progress, but you may want to ignore the Orbs for now: If you wait till the next time you visit this area several hours later, they'll be worth 500 Red Orbs.



On your way back, the bridge will be destroyed, and Dante will plummet into a weird aquarium beneath the sea. Your health will gradually drop, but you'll get a Green Orb after you defeat the Sargasso, so it all evens out. To kill them effortlessly, approach each floating skull until it charges at you, then ventilate its cranium with a pointblank Shotgun blast. Repeat five times, grab your Green Orb, and teleport back.



You'll warp back to the other side of the bridge. The boss awaits inside the door, but if you want a free Blue Orb fragment (and I assure you, you do), you can jump across the remaining chunks of the bridge and collect it at the other end (2). This is easier said than done, but if you mess up, don't worry you'll fall back into the aquarium, and after you kill the Sargasso again, you'll warp right back up to where the Blue Orb fragment is.



There's one more Blue Orb fragment here, but you'll need the Air Ride, Vortex or Air Hike ability to get it. It's on the little chunk of bridge that somehow ended up floating in front of the bony canopy above the door. Stand to the side and fly or double jump straight ahead to make the fragment appear. You'll also find 50 hidden Red Orbs on the canopy (3).

C Dante Versus Phantom, Round One



Grab the Pride of Lion plaque, and Phantom, the game's first boss, will appear. The trick to beating this boss is your Devil Trigger. To defeat him quickly, switch to Devil Form, stand right between his mandibles, and slash away at his crusty kisser to do obscene amounts of damage. He may get a cheap shot in occasionally, but with the Devil Form's added defense and regenerative abilities, it won't matter much. As plain old Dante, however, those hits can hurt. You can then refill your Devil Bar with hit-and-run attacks, like jumping slashes or mid-air Shotgun blasts, but why go to all that trouble when you can simply hide behind those wavering trees and taunt him to refill your bar letter by letter? The trees will protect you from the fireballs and all his physical attacks, but you'll need to jump or roll if he starts unleashing the lava spouts. When your bar fills up again, get right back in Phantom's face and finish the job.



Mission 3

If you have Air Raid, you can use that instead to shoot him from the safety of the sky when you're in your Devil Form. It doesn't do as much damage as the in-your-face approach, but you won't take any hits in return, so it's the strategy of choice if you're aiming for an S Rank.



This boss's deadliest attack is his fireball, but you can make Phantom eat the damage himself if you deflect it with your sword.

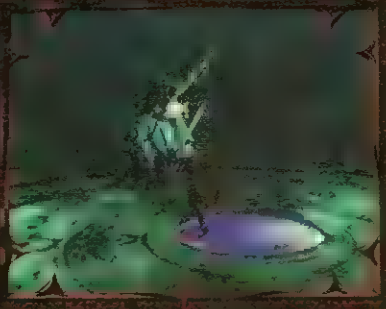


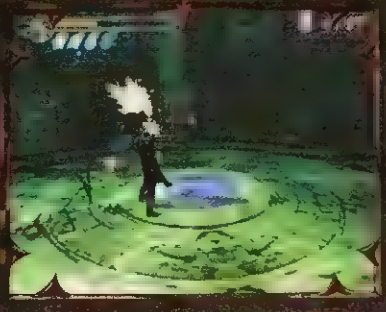
Secret Mission 1

[redacted]

Killing the boss unseals the blue door, but if you instead head through the brown door and jump into the water beneath the broken bridge, you can uncover the first Secret Mission. To beat this one, you'll need to score a Critical Hit on a Sin Scissors enemy. To do so, use your sword to parry his scissors snip, which will throw him off balance for a second. Rush in and hit R1 to raise your Shotgun and blow his ethereal brains out before he can recover and raise his blade again. To get the critical hit, you have to be so close that your gun appears to be sticking out the other side of his head, so this can be tricky to set up. Fortunately, you can try again if you fail, but you may need to hit your Devil Trigger to regain some health before you jump back in.

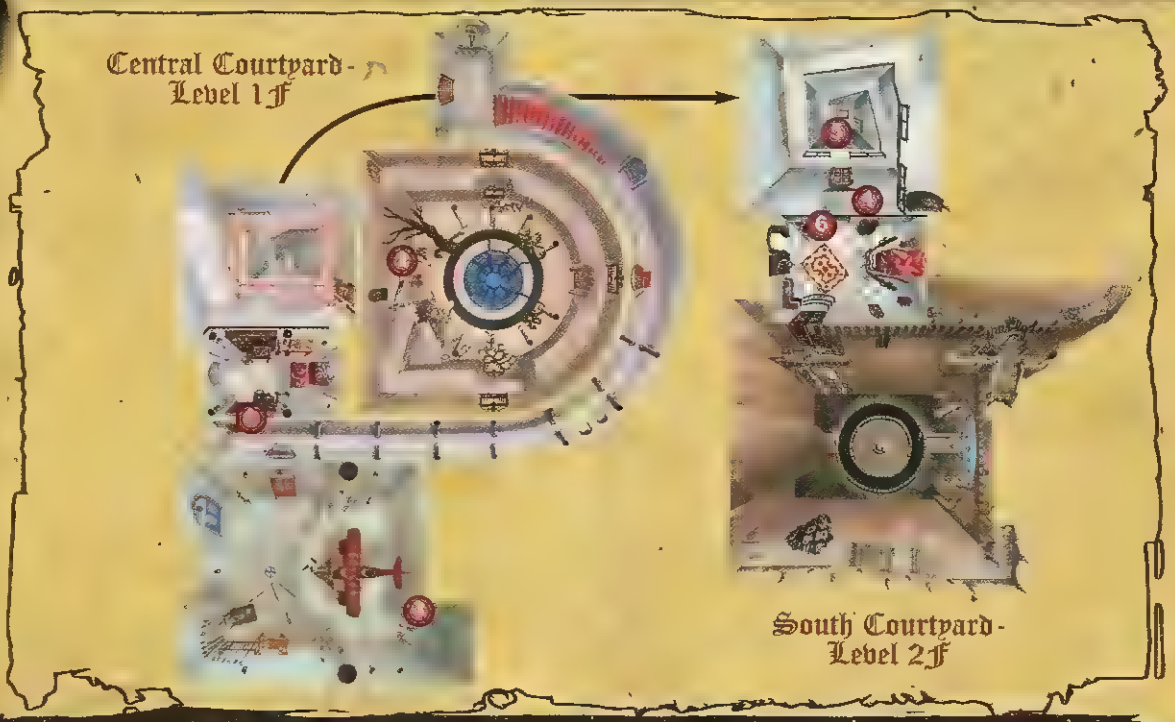






Black Knight

Display one's strength to the Lion and open the path.
Acquire the "Melancholy Soul".



Secret Mission 2

Protect the Baby

As soon as Mission 4 begins, you can enter the first in a series of three Secret Missions by stepping right back into the boss room. This one's fun: All you need to do is kill 100 baby spiders in 30 seconds. The best strategy is to use your handguns and fire constantly as you walk around crushing spiders with your feet. There are two groups of spiders on either side of the door, and one near the altar at the end. If you're having trouble with this mission, cheat–use your Devil Trigger to increase your speed when running to the pack of spiders by the altar. As always victory will get you a Blue Orb fragment that will appear near the door.



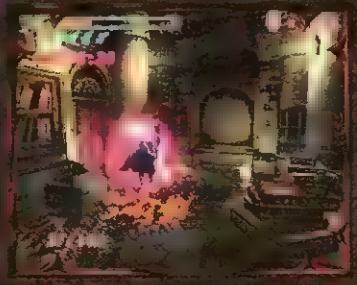
A Guess We Won't Be Seeing Phantom Agai...CRAP!

After completing the Secret Mission, head down the hallway. You won't get far before Phantom appears, again, and attempts to run Dante down. You have two choices here: You can duck right into the courtyard (the door is just at Dante's right when Phantom appears), and he'll be gone when you come back out. Or, you can let him chase you to the end of the hall (to dodge his fireballs, jump as soon as you see the glow around his lips), and then unleash your Devil Form and smash his face in. He's a lot easier than he was before, and you'll get 500 Red Orbs for your trouble.





Secret Mission 3



A whole new recipe for making wine. Shh! Don't tell your guests; the joke will be on them.

The door at the end of the hall now contains Secret Mission 3. Once again, you have to smash 100 spiders, but with only 20 seconds on the clock. The only weapon you can use is your feet, so blow through this mission by hitting your Devil Trigger and zooming around the room at demon speed. If you don't have the Trigger, taunt the spiders until you do.

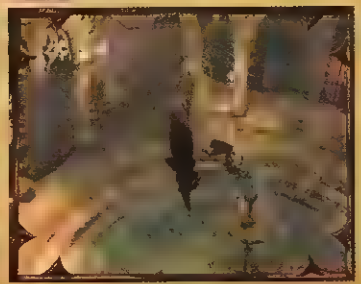
Dante taunts spiders: "Your silk is sub-par!"



B The Pride of Lions; the Treachery of Shadows

In the courtyard, use your Pride of Lion on the blue barrier around the lion statue (2). Give it a few hearty whacks with Alastor, and you'll be face-to-face with the first deadly Shadow enemy. These guys are so cheap that they actually begin their attack during the inter-





mission in which they're introduced! Be ready to jump or roll to the side the instant the black letterbox bars disappear.

Standard Shadow-slaying tactics involve running, jumping and rolling around the field, firing with either gun to fill your Devil Bar (the Shotgun fills your bar faster, but can only be safely fired from mid-air). The guns don't do much damage unless you're in Devil Form, but the hits add up and the Shadow will soon melt away to reveal a spinning black orb, its vulnerable heart. Hit your Devil Trigger and go at the orb with everything you've got (Stinger is the best move if you have it). If you do enough damage, the Shadow will begin to glow red. This means the Shadow is about to die, and intends to take you with it. It will focus on grabbing you with its bite and swallow attack, and exploding when you're in its mouth. Get away from it (the upper floors are a nice place to hide) but don't forget to pick up the pile of Orbs after it detonates.

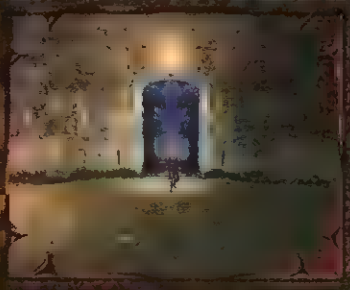


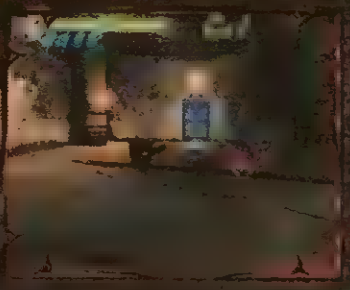


Secret Mission 4

The Fourth Beast

Yeesh! If you had problems with the solo Shadow, you won't have an easy time battling three at once (and with no retries!). This mission takes place back in the Arena where you fought the Marionettes in Mission 1 (3), and can be attempted any time after you kill the Shadow in the courtyard, and before you complete this Mission. If you don't care about your ranking, cheat your way through it by dropping into a shop and buying a Holy Water. If you're intent on doing it fairly (and improving your chance at an S ranking), you'll need to isolate a single Shadow and take it out quickly. Use your Devil Bar and go wild. It doesn't matter if you take a few hits, since you'll get a Green Orb for killing it. With one down, you can dodge the other two while you refill your Devil Bar and prepare to repeat the process.







Come heavy, or not at all. You have no chance here without a full Devil Bar. Whether this excruciatingly difficult Secret Mission is the punchline to the previous Secret Missions' one- and two-star jokes, or karmic retribution for Dante's various fashion sins, we may never know.

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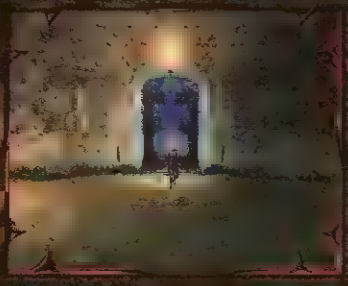


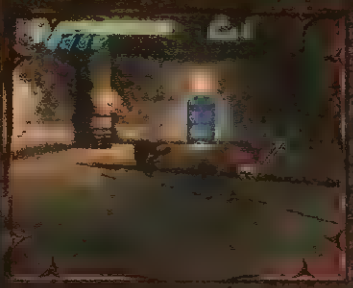


Secret Mission 4

The Three Beasts

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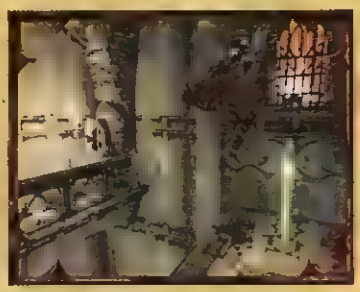




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C More Odd Items with Creepy Names

Killing the Shadow in the Courtyard unlocks the small door on the second floor. This leads to a tower where you'll find a few scattered Marionettes, but no serious opposition. Go all the way to the top, and make a blind jump to the Sword of Judgement (4). If you miss, you can hit the seal at the bottom to activate an elevator back to the top (5).

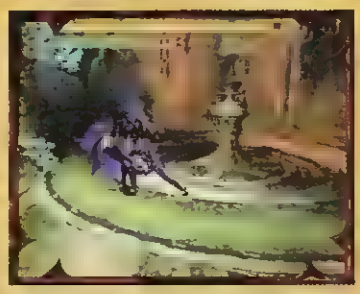




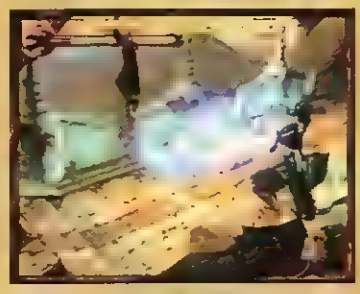
Enter the creepy bedroom and jump on top of the bed to find 80 Red Orbs. Then stab the statue through the heart with the Sword of Judgement, and pick up the Orb of Melancholy (6). A new enemy, Angelo, will reveal himself in a brief event, and challenge you to follow him out to a larger courtyard.

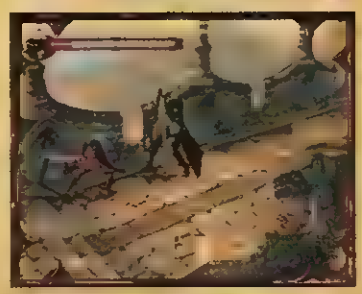
D Lock Blades with Nelo Angelo, Round One

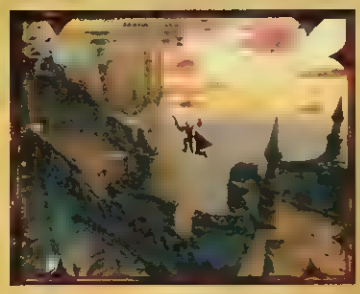
As soon as the battle begins, unleash your Devil Trigger and go head to head with Angelo with simple sword combos. When you're in your Devil Form, you can easily punch through his defenses and negate his special attacks, so his blocks and counters won't matter much. Two quick and dirty combos should knock him down to nearly half his life before he teleports away.



You'll need to jump onto the castle wall for phase two of the fight. Be ready to dodge the instant you land, because Angelo will be waiting with a fully-charged power swipe. Stay close to him, swinging constantly. He'll block most of the hits, but it'll charge your Devil Bar all the same. Be ready to jump or counter with a quick attack (Stinger works well here) as soon as his sword glows blue. By alternating defensive attacks in your human form and go-for-broke offensive tactics in your Devil Form, you'll kill Angelo quickly and relatively painlessly, earning yourself an easy Boss Bonus.







After Angelo teleports away from the castle walls, you'll need to leap this chasm and double jump onto the castle's third level for the final confrontation.



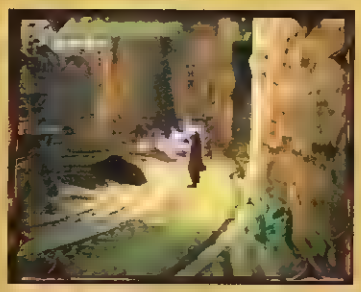
Guiding of the Soul

Go to the destination before the power of the "Melancholy Soul" fades away.



A Tend to Dante's Melancholy Soul

This mission begins with another Shadow battle, and three minutes on the clock. The door is sealed and the clock is ticking, so you'll need to kill the Shadow quickly. Immediately use your Devil Trigger, gun down the Shadow with electric blasts, and then take down the heart with furious sword combos. If you have at least five letters in your Devil Bar, you can easily kill the Shadow within 20 or 30 seconds.





Don't let the clock rush you out of this area quite yet–if you run to the top of the castle, where you had your final confrontation with Alastor, you can double jump across to the central tower and pick up 20 Red Orbs and an Untouchable. If you have Air Hike, Air Raid, or Vortex, you can then double jump or fly over to the smaller tower, and pick up the Blue Orb fragment. If you're going for the time bonus, you can save this till the next mission. (continued next page)





Red Orb BONUSES	
S Rank	800
A Rank	400
B Rank	200
C Rank	100
D Rank	50
S Rank Scores	100
	2,500
S Rank Time	2000
Secret Mission	1 (13)

Mission 5

From the third floor of the castle, drop down the pit to get to the balcony outside the room with the mirror. Cross through there into the tower, drop down to the bottom, and put the orb in the door (1). If you can beat this mission in under two minutes, you're likely to score an obscene cash bonus of 2,000 Red Orbs.





Mission 5: Guiding of the Soul (Retry)

If you ran out of time, you'll immediately start the Retry mission. You can still score an S Rank at this mission with no damage to your permanent record, but you can kiss that Special Bonus goodbye.

This time, take the door in the second floor of the tower out to the courtyard (2). This area will be full of Sin Scythes, a deadlier version of Sin Scissors that use…get this…scythes! Their swing is wider and quicker than the swing of the Sin Scissors, and they can throw their blades as well. Fortunately, they still crumble like rice paper when you shove that Shotgun down their throats. Kill them for the cash or quickly run to the door.



Take the large doorway on the second floor to return to the sunlit hallway that Dante visited in Mission 2. Drop your Melancholy Soul in the statue to recharge it (3), giving you another three minutes to get it back to the door in the tower. If you fail yet again (sigh), you can repeat this process as necessary. Oh, only one catch: When you cross back through the courtyard, you'll be forced to fight another Shadow. Have fun with that!







Evil of the Waterways

Defeat the evil guardian and acquire the "Guiding Light".



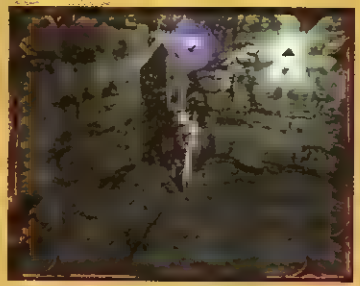
Castle Bedroom
(From Courtyard) -
Level 3F



Sewers -
Castle Sublevel

A The Rusty Key and the Lord of the Flies

Run to Dante's right as soon as you begin this mission and stand in the dark alcove at the end (1) until a Blue Orb fragment drops. There's a door down the other way, but if you go past it a bit you can duck into a short passage with a trio of large Green Orbs. You'll also find a glowing red pedestal, which will pump out Red Orbs as you hit it with your sword (2). The faster you can damage it, the more you'll get, so use your thrusting combo or the Round Trip move.





That Rusty Key sure gets around! This time you'll find it in the sewer room past the metal door (3). Picking it up will also unleash a swarm of giant bugs, called Beelzebubs, which fly around trying to vomit maggots onto you.

(continued next page)





Mission 6

The weapon of choice here is the Shotgun, which can kill most of them in a single shot. But if they manage to cover Dante with maggots, he'll have to switch to his sword to shake them off. These guys are pretty easy, but they can do some damage if they manage to get you from behind.



B Claustrophobia, Anyone?

Blow away a few more Beelzebubs in the main tunnel, and use the Rusty Key to unlock the door at the end. The next tunnel contains only a single enemy, Death Scissors (4). To kill him, you need to smash his skull mask three times. This is easiest to do with simple jumping slashes, and since this move auto-targets, you shouldn't have much trouble getting the hits to connect. When the mask breaks, his head will start to grow red, which means he's invulnerable. Spend a few seconds dodging his annoying screw attacks, and when the mask grows back, repeat the process.



Grab the Guiding Light at the end of the tunnel (5), and this brief mission will come to an end.

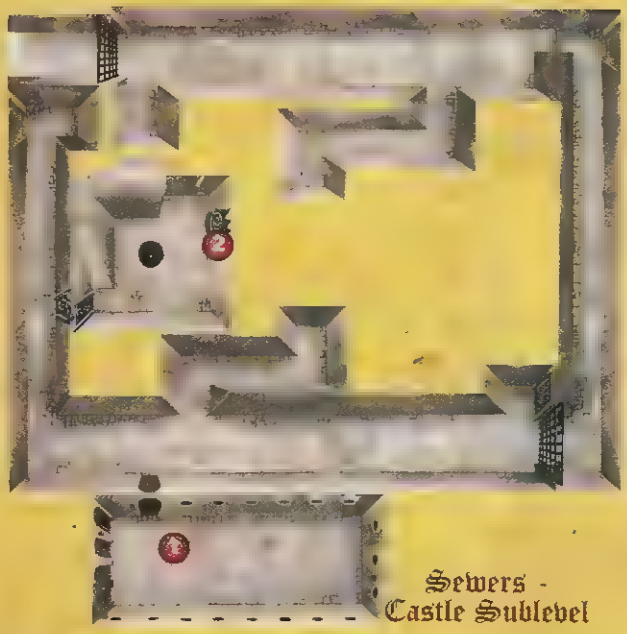






Holding the Key of Ardor

Return to the bedroom before the "Guiding Light" absorbs all of your vitality.



Sewers - Castle Sublevel



Castle Bedroom (From Courtyard) - Level 2F



A Get to the Bedroom as Fast as You Can

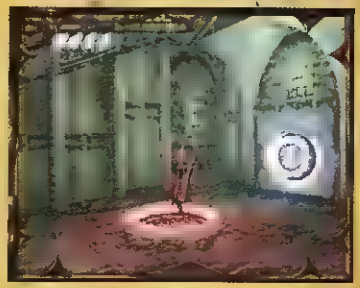


The key slowly saps your strength, so you won't want to dawdle on this mission. Phantom will make his third appearance as you run down the hall, and as before, you can either outrun him or hit your Devil Trigger and smash his face in. Since it's hard to get an S Rank if you get hit even once in this mission, it's probably easiest just to run and dodge his fireballs with well-timed jumps.

The next room has a trio of Sin Scythes, and you'll need to kill them all to unlock the door. As always, Sin Scythe strategy boils down to point-blank Shotgun blasts. There's also a Secret Mission in this room, if you enter the room where you got the Rusty Key (1).

When you get to the Tower, blow away the Beelzebubs, hit the elevator switch (2), and ride up to the bedroom. Use the Guiding Light on the giant sun plaque (3), and this mission is over.





Secret Mission 5

One Bad Devil

Use the Kyklops to kill each other

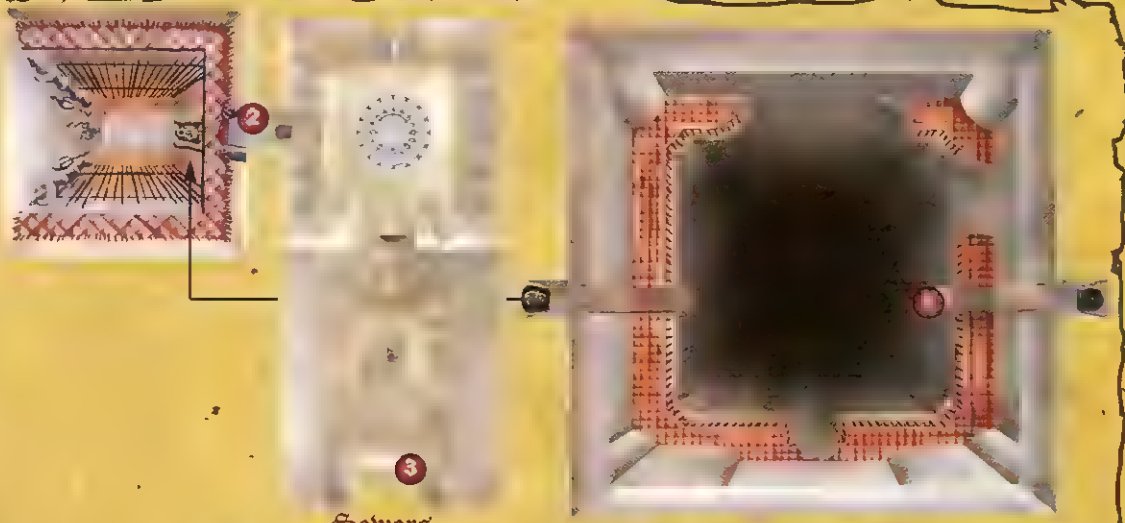
The point of this mission is to get the two Kyklops to kill each other. So stand right in between them, wait for them to shoot their giant boulders, and jump out of the way. Air Hike is really useful here, as it keeps you out of danger that much longer, so use it if you got it. The Blue Orb fragment will appear as soon as the first spider dies, and you're then free to slaughter the remaining spider.





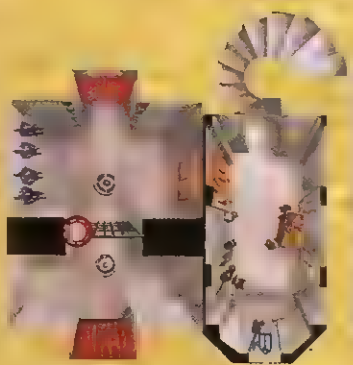
The Legendary Knight Returns

Activate the mechanism and escape from the rooftop.



Sewers - Castle Sublevel

Castle - Level 3F Hall



Castle - Level 1F



Castle - Level 2F

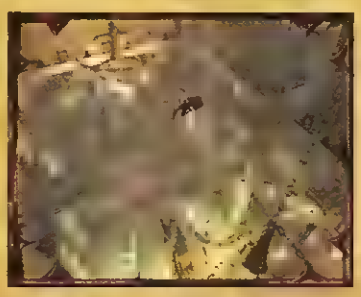


Castle - Level 3F



A Leaping Dante, Hidden Phantom

Begin this mission by hyper jumping across the giant hallway (1). Yes, you can jump back down there. No, you really don't want to.



Jump up to the second floor of the next room, grab some Red Orbs, and take the door to the roof (2), where you'll face Phantom for the final time. There's nothing to hide behind when you taunt him, but the same tactics you used to beat him last time will work just as well here.



Mission 8

Use Air Raid (you should have that by now) to gun him down from midair, then run around and taunt him from behind his back until the bar is built up again. Keep moving (never taunt twice from the same spot) and watch him closely: If he lifts his tail, he's going to fire a chain of lava spouts (RUN!); if his mandibles glow, he's going to shoot a fireball (JUMP OR SLASH!); if his back starts to glow, he's about to launch into his new mortar attack (RUN AND JUMP!).

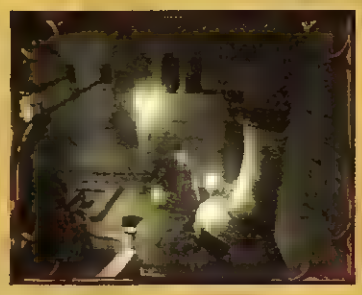




B Trident, Grenade Launcher, and Orbs, Oh My!

Grab the Trident in the next area, and then jump on top of the left horse statue. You'll get 20 Red Orbs and can double jump from there onto a ledge with a Blue Orb fragment (3). Drop through the hole in the roof between the horse statues, and you'll end up in a new room. Hit the big white glowing orb with your sword to lower the drawbridge, then head to the trapdoor on the other side of the room. On the way, you'll find a corpse holding a Grenade Launcher (4). Here's a Protip: Pick up the Grenade Launcher! Here's another: Use it to kill things! Grenade Launcher + Unlimited Ammo = Good.

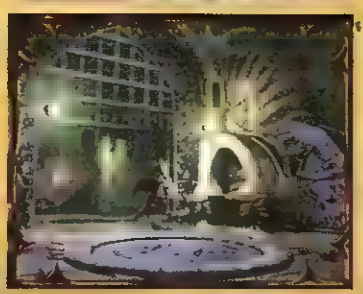




C Raise the Portcullis and Escape the Castle

The trapdoor leads to the blue room on the second floor that you visited briefly during Mission One. Stick your Trident into the machinery on the far wall (5), and give it a crank. That will raise the portcullis in the first floor room with the four suits of armor. You'll need to hurry, so jump over the railing, dash down the stairs (ignore any enemies) and into the portcullis room. If you're quick, you can run right underneath the gate (6), but if it's too far down, you'll need to roll. If you didn't make it in time, you can head back up and try again, but the time that takes could lower your ranking. Instead, you may want to use your Devil Trigger to double your speed and ensure you make it on the first try.





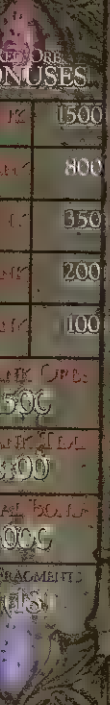
The portcullis was protecting the castle's main entrance, and with the drawbridge down, you're now free to leave. But don't be too hasty... jump over the little railing to Dante's right as he faces the door, and grab the castle's last Blue Orb fragment.



New Strength

Use the new strength to open the door.





A Free Stuff Near the Coliseum Gates



There are six pillars in the entrance to the garden, and you can jump on top of the three pillars that don't have rocks on them, netting you 50 Orbs each (1). Behind the headstone-like obelisk, you'll find a Devil Star (2).

The stairs lead to a massive courtyard where you'll have your first encounter with "Blades", lizardmen armed with swords and shields. These enemies attack in packs like Marionettes, but are much quicker and will often attack as a team. Juggle attacks work best, since they can keep one enemy in the air while you deal with others that will try to attack from behind. When they're crowding around and you need a little air, a few pointblank grenade gun blasts to the face is a good way to knock them back and increase Dante's personal space buffer.



Mission 9

To the right of the door where you entered this room, you'll find a hidden passage that leads to a gravestone (3). Solve this riddle the way Dante solves every riddle, by whacking things with his sword, and reveal a Blue Orb fragment. Across from that path,







you'll find a small concrete bunker. The door is locked from this side, but if you jump on top, you'll find a free Holy Water. This nifty item will do a hefty chunk of damage to everything in the area, but it could drop your rank if you use it. You'll also find a bunch of scattered Orbs (including a Yellow Orb) if you explore the other side of this area.

B Dante Saves 24 MP, Summons Ifrit for Free

There are a million doors in this area, but a series of ephemeral fairy flames will always indicate the correct path. In the next room, jump up to the third floor, where you'll find a Devil Star and another Yellow Orb at either end of the parapet. Activate the seal in the center of that floor (4), and a series of floating platforms will appear. Carefully jump across to your "New Strength," Ifrit. This is far from just another weapon–This is a whole other form, like Alastor. As of right now, it offers little more than a four-hit combo that can be done quickly for standard damage, or slowly (by holding down the buttons before releasing them) for increased damage. Ifrit's jumping attack, while not overly powerful, is very useful.









The beauty of the Ifrit jumping attack is that it will automatically locate the next enemy and send you right into its lap, so the killing can continue without any interruptions.

C Are You Ready to Get Flocked?

Back at the coliseum gates, a new boss will be waiting. Griffon is pretty much the only boss in the game that guns are effective against (and by "guns," I mean "the Grenade Launcher"). Use it to charge your Devil Bar from far away, where you'll have plenty of time to see its attacks coming and dodge appropriately. Dodging the V-



lasers is just a matter of jumping at the right time. A roll works nicely for dodging his little bombing raids, and outside of those two attacks, you have very little to fear from Griffon. When your Devil Bar is charged, you can either stick with your ranged attacks, or get up close and go nuts with physical combos.





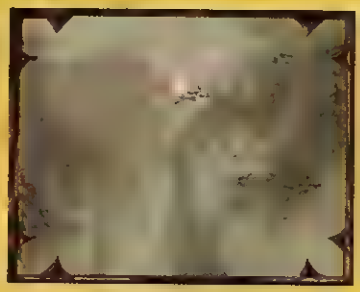
Still having trouble with Griffon? Just don't feel like dealing with his crap today? Then keep walking. Light the torch outside the corner door (5) and go right on to the next area. This boss is totally optional.

Light the Way to the South Garden

Nope, this mission ain't over yet. Follow the ephemeral flames to the next door, which leads to the misty south garden. When you head to the exit of that area, it will fill with Marionettes, including a Fetish, a tougher, deadlier variation you should try to take out first. This is a good opportunity to practice your new Ifrit moves, but if you want to clear this area without getting hit, stand near the door and just squeeze off round after round of grenades at the unseen enemies.



There are a few hidden items in this area. If you jump on top of the tree trunk, you'll reveal a bunch of hidden Orbs. There's a Green Orb on top of the bunker with the door to the next area, and from there you can jump and use Vortex or Air Raid to fly over to a hidden ledge (6) with 40 Red Orbs and a Holy Water.





The next area has a Statue of Time that will sell you some nifty Ifrit moves. Inferno and Rolling Blaze are the best, if you can afford them. On the cheaper side, Magma Drive is a nice attack that finally gives Ifrit the ability to juggle, and Kick13 is basically the Ifrit version of Stinger when in human form, and can start off a killer combo in Devil Form.



Right at the entrance to the next courtyard, you can double jump over the wall to Dante's right. There you'll find one of those Red Orb smashy things, and behind a breakable grave (7), a Devil Star. You'll also find a Yellow Orb on the ledge, and a Green Orb in one of the barrels near the door. This room is full of Fetishes, which are easy enough to kill, but you don't have to kill them if you don't want to. Breaking the seal on the door requires 200 Red Orbs, and it doesn't matter how many enemies you leave alive.

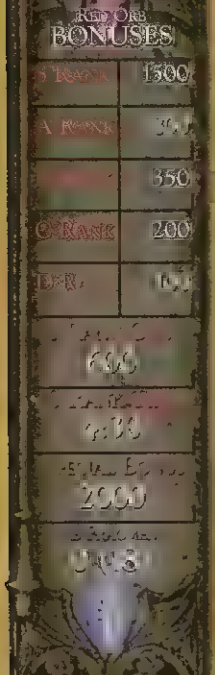


Canyon of Mist

Come out of the labyrinth canyon alive.

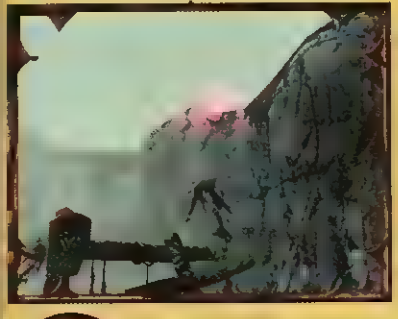


The Labyrinth (Repeats 3 Times)

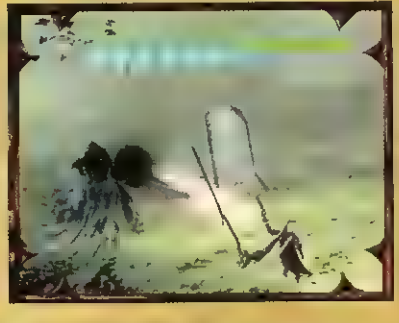


A Navigate the "Labyrinth" of Mists

Double jump over the first gate (1) for 50 Red Orbs, then fight your way to the grave at the fork. After you read the grave (2), a white light will appear, and lead you down one of the two paths. If it runs into an enemy along the way, it will enter that enemy's body, and you'll have to kill that enemy to free it. Follow it down the correct fork, and you'll end up in the same area again, but with Sin Scissors instead of Marionettes (if you stand in front of the grave this time, you'll find 50 Red Orbs). Kill the Sin Scissors to free the light orb, and follow it to a third room, populated by Blades, where you must repeat the process.







B A Pair of Kyklops at the Garden Gates



For the first time since the Secret Mission in the sewers, you'll run into a pair of Kyklops enemies. If you have a full Devil Bar, go ahead and unleash it on the first one (Alastor's Stinger works well here, otherwise). You can always afford to waste your Devil Bar on Kyklops, because if you hit L1 to go back to human form after you kill it (but before the Orbs appear), your Devil Bar will be completely refilled. If you run around the perimeter of this room you'll find two Green Orbs and a Holy Water (3).



When these orbs appear, turn off your Devil Bar.

Fate

Offer the Chalice and open the path.



RED ORB BONUSES

	1500
	800
	350
	200
	100

1000

5:30

2000

ORB FRAGMENTS 3 (2)

Secret Mission 6

As soon as this mission begins, step right back through the door behind you. The point of this mission is to jump off of the Sin Scissors to get to the Blue Orb fragment floating in the sky. The most challenging aspect of this mission is figuring out where exactly the stupid Orb is. If you stand at the spot shown, about 3/4 of the way from the door to the large weed on the path, you'll be right underneath it. Keep jumping straight up until a Sin Scissors ends up in just the right position above you for an easy enemy jump.





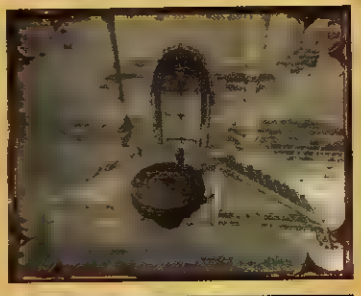
Mission 11

A Midnight in the Garden of Evil and Icky



This area contains a single Death Scythe enemy. As you might expect, it's basically a Sin Scythe with the fortitude of a Death Scissors. It does have one new move that you haven't seen before: Black disks that appear beneath Dante and hurl him way up into the air. Ostensibly, this is some sort of "attack," but really it just sets Dante up for an easy jump slash or kick. Like the Kyklops, killing this enemy will refill your Devil Bar, so if yours is full, you might as well just unleash it and blow this guy away with Air Raid.

When you kill him, a floating disk will appear near the far door. Taking that for a ride is the only way to get some of the Red Orbs in this area, but it doesn't lead to anything more than that. This area also has a Devil Star on a floating ledge near the door (1), and a Blue Orb fragment in the latticed area that was to Dante's left as he entered this area (2). To get there, jump up the shadowy pillar and drop down through the three levels of latticed greenhouse.

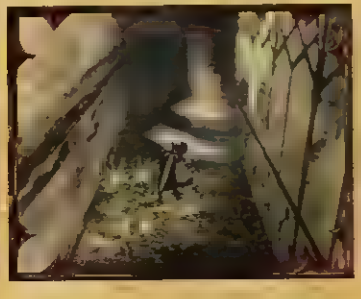




B The Thoroughly Gross Sign of Chastity

When you're done here, drop down the well into an underground room (3). This is a tight area full of Blades, but your Grenade Launcher still works wonders here. Of course, it's more fun to wade into the middle of the melee and kill them all with Inferno or Ifrit combos (which is a good way to rack up some Stylishes). Punch or blast through the cracked wall (4), and jump up through the other side of the well. You'll appear in the sealed part of the first area, where you can get yourself a big ol' laminated brain (5). What that has to do with "chastity" is anyone's guess. On your way back, make sure to kill all the Blades in the underground passage again– You'll get a Blue Orb fragment for it!





C I Am Dante's Smirking Revenge

Take your throbbing brain and go through either door on the opposite wall of the main area (the top one will give you easy access to one of two Green Orbs in this area, if you need it). Set the Sign of Chastity in the plaque before the Chalice (6), and prepare for Nelo Angelo, Round Two.

If you don't have a full Devil Bar, an easy way to charge it is to jump up on one of the balconies to either side of the room, and wait for Angelo to teleport up after you (you may have to dodge a few projectiles in the meantime). When he gets there, drop down below the balcony, and fire Grenade Launcher blasts through the

roof at him. They won't do any damage, but the blasts will hit, and your Devil Bar will charge.

When you're ready, go head to head with him as Ifrit. Use Ifrit's basic combos, but hold down the button to charge the hits until Angelo moves his sword to prepare an attack. Then immediately release the button, and you'll hit Angelo for a ton of damage, and counter his attack. If he slumps over, you can go to town on him, but otherwise you should never attack until he makes a move against you. If you do it right, you can finish him in one single, Stylish Devil Trigger. Then drop your Chalice in the Chalice spot (7) and get out of here.







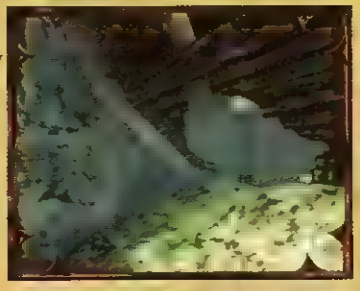


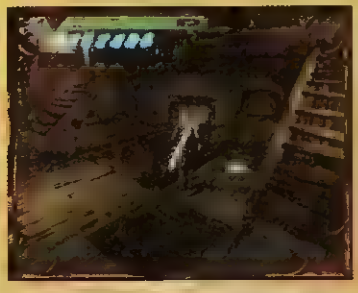
Ghost Ship

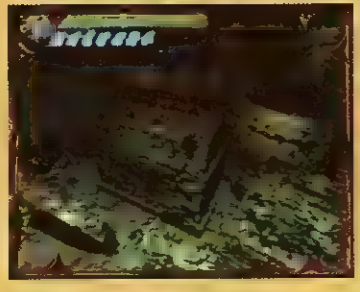
Go to the deck and head to the Captain's cabin.

A Dante's Three Hour Tour

There's not much to do in this area but snuff a few Marionettes and thrash a Red Orb statue. When you've had your fill of fun, jump into the water and swim into the ship's breached hull.









You'll find a swimming Blade here, but you'll need to go up top and climb the stairs to the next room to get a gun that can be used underwater. On your way up to the surface, investigate the chest just to the right of the hole you entered, and grab an Untouchable. On the surface, kill two Blades with standard attacks, and grab the Needlegun, a new weapon that only works underwater. You don't need to jump back into the first water area and kill the Blade, but if you do you'll be able to blast a bunch of underwater barrels with your Needlegun and reveal a few Red Orbs.

After getting the Needlegun, you can dive into another underwater area between the two short stairways. There's another Blade down there (he always starts right behind you, so turn around immediately), and a few more crates and barrels to shoot. There isn't too much point in going there now, though, since you have to go there later to get a Blue Orb fragment anyway. When you're ready to progress, head upstairs to the main deck.

B Between a Roc and a Hard Place

The ship's main deck is huge. There are three masts, and if you carefully search them all for both hidden and visible Red Orbs, you can score about 150 soul samoleons. There's a well-hidden Blue Orb fragment here, too. Get on the mast closest to the bow of the ship, stand right in the middle, and use Stinger to glide over to the front of the ship. The Blue Orb fragment will appear as you fall (see shots 1 and 2 on the next page). When you've had your fun, try to open the door blocked by the

Mission 12

two swords. A Death Scythe will appear, but he's just a warm-up for the main attraction. As always, feel free to unleash your Devil Trigger, 'cause you'll get it back if you switch to human form right before he dies. Check the door again, and good ol' "flock-face" will appear.









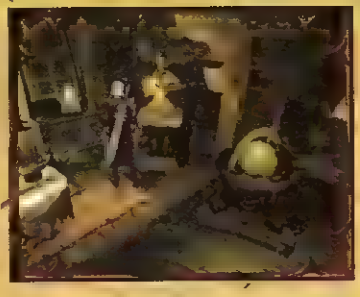


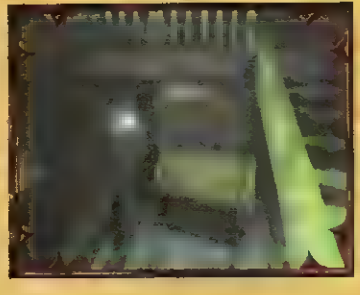
The Griffon has a bizarre new move where he shoots out a glowing red bird that tethers itself to you with a band of green lightning. You can blow this creature away with guns, but you'll need to watch out for when it snaps back at you, so you can jump out of the way. I like staying on the top of the mast (at the point shown in the lower-right photo) and using handguns exclusively. Ebony & Ivory are as good as anything for getting rid of the red bird, and they charge your Devil Bar quickly. Also, you won't be spending too much time with your feet on solid ground in this fight, and the Grenade Launcher can't fire in mid-air. If you get a clean shot at the Griffon, hit your Devil Trigger and fire a Devil Bar's-worth of flaming handgun bullets from the safety of your mast. A full Devil Bar worth of that will end this battle quickly.

Abyss

Find an exit and escape from the ship.

A "Looks Like We're Gonna Need a Bigger Boat"






Take a minute to enjoy the grandeur of this room before you grab the Staff of Hermes and send this ship to the bottom of the sea. Escape through a small ventilation shaft near the floor, and prepare to shoot down two swimming Blades in the now sunken main deck. Search the chest near the stairs for a Devil Star, and then swim into the pit between the stairs that was an optional room in the last mission. There are three Blades here, one in front and two sneaking up from behind. There's also a Blue Orb fragment, and you can smash some chests and barrels for items if you didn't get them earlier. Head back to the mid-deck, and take the other exit to the room where you entered the ship. Kill two more Blades, grab a few Red Orbs, and swim back out through the hole in the hull.

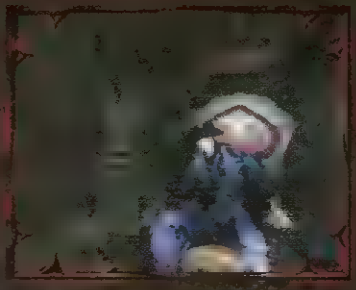


Deep Darkness and Towering Mountains

Go to the surface and head for the coliseum.

Secret Mission 7

Before you even see the Mission 14 title, head back into the ship and swim all the way through the main deck and into the ventilation shaft that leads to the Captain's Room. Examine the captain's body and you'll be sucked into a mysterious underwater nether space that contains nothing but eight swimming Blades. I don't know what you expect to hear in the way of strategy... Kill them all. Try not to get hit. Focus your attacks on the same enemy until it dies. That's about as fancy as it gets. The "escape" part consists of nothing more than grabbing the Blue Orb fragment that appears when the last one dies.

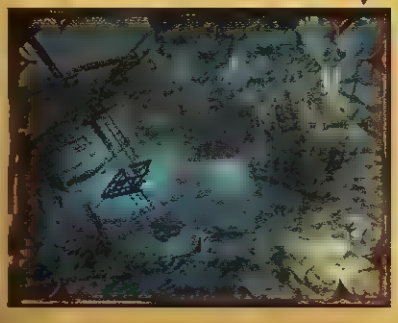


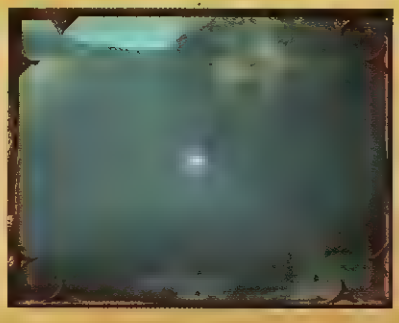


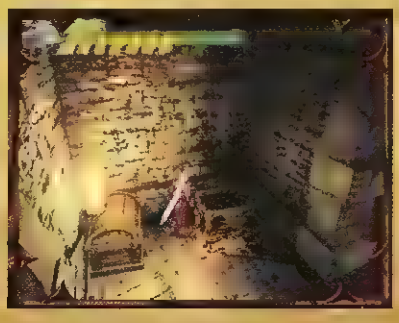


A The Ghost Ship Runs Aground

Swim up to the surface, and then drop right back into the water where the sunken mast lies. You'll find a leftover Blue Orb fragment. The tunnel out of this highly Goonies-esque area contains a handful of Marionettes and, if you search the open chest, a Holy Water. (continued next page)







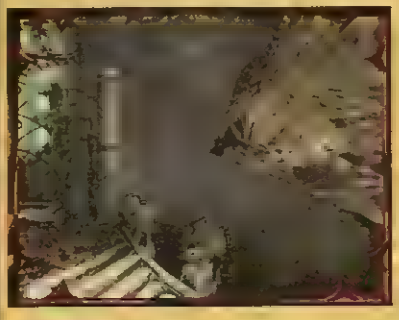
In harder modes, this long tunnel is full of enemies, but in Normal Mode, you can run right through it. At the end of the tunnel, you'll find an impaled skeleton holding the Emblem Shield. If you choose to activate the switch after grabbing the shield, it will open the gate that blocks the elevator. It will also make this area get all India Jones-y, with a spinning floor and retractable spikes. It's easy enough to jump over the spike holes, so just keep your eyes on the floor and run for the elevator.





Lost Treasures Near the Waterfall

The elevator will take you up to a giant cavern with a waterfall and a Statue of Time. The Holy Water under the waterfall is extremely easy to get, but this area's other hidden items are a bit tricky to find. First, Air Hike up to the ledge across from the elevator (if you don't have Air Hike, you can double jump off of one of the rocks across from the shop). You'll find a Blue Orb fragment there. Next, Air Hike or Vortex to the Red Orbs atop the elevator gondola, and again across to the grassy ledge just to the left of the waterfall. Hop up a series of ledges to the very top of the waterfall, where you'll find a Yellow Orb, and a Red Orb on the way.







The Long Road Back to Castle Ardor

The small opening in the waterfall cave leads to the cliff face area. The enemies that you'll find here are actually random: one Death Scythe, a pair of Shadows, or a trio of Blades (including one of the larger, slightly tougher Dark Blades). If you don't like the assortment of enemies Fate has chosen for you, enter and leave the cliff face area until you get the one you want.

Drop down two ledges, and you'll find another small cave. Double jump up to the ledge with the Green Orb, cross a rickety bridge, and smash an Orb statue. On the other side of the ledge with the statue, you can jump down to a ledge with a Blue Orb fragment. Pay 200 Red Orbs to enter the door at the bottom of the cliffs, and you'll end up on the other side of the coliseum garden.



Several waves of Marionettes will assault you here, and while you don't have to kill them, they'll get in the way as you search this area for hidden items. You can smash the logs on the ground to reveal 10 Red Orbs, and if you jump over the retaining wall to the right of the staircase, you'll find 20 more. Double jump up to the ledge on the opposite wall, and you can snag a Devil Star. Opening the door to the next room will cost you 100 Red Orbs, 20 of which you can recover in the next area.

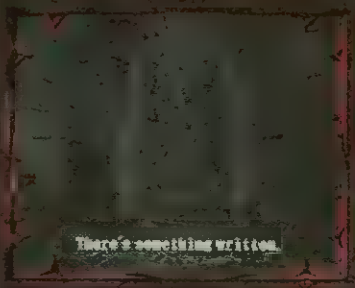


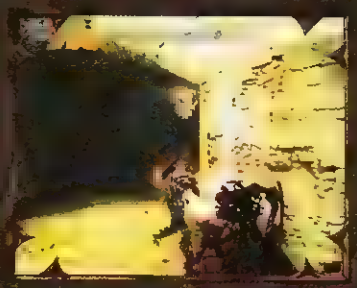
Wheel of Destiny

Use a shield and a pair of lances to conquer the coliseum.

Secret Mission 8

Run back to the elevator and take it to the room where you got the Emblem Shield. The mission begins when you look at the skull relief pictured here. Once again, you have to kill three Shadows, but this time it's a little easier. Roll away from Shadow #1's opening strike, and immediately use your Devil Trigger. Hit it with flaming Shotgun blasts until the orb appears, then break out the Ifrit power combo. If you stay right at the point where the mission begins and kill the first one quickly, you can take out the enemies one-by-one and avoid dealing with the spikes.







A Behind the Blue Shield Door

The first room is populated with Blades or Kyklops, but there isn't any good reason to fight them. Instead, head into the covered area outside the coliseum, and use your Emblem Shield on either one of the sealed doors. The order doesn't matter, but for the sake of simplicity, we'll cover the left one first. Grab the Luminite from the pile of marionette parts, and then double jump up to the ledge above the door for 20 hidden Red Orbs.



Downstairs you'll find a shop statue, some Fetishes, and a conspicuous crack in the wall. Smash through the wall, and the barrels behind them, and you'll find a Green Orb, some Red Orbs, a Holy Water, and a Blue Orb fragment. That's definitely worth the side trip.

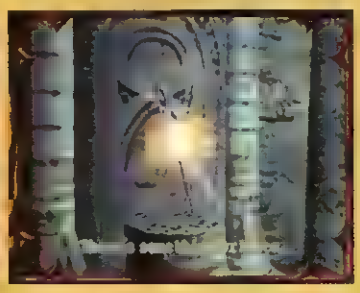
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Mission 15

On the other side of the metal door you'll find a revolving floor and a wall of spikes. Kill the Sin Scythes quickly with your Shotgun and dash down the spinning hall. If you go through the first passage on Dante's left you'll find 30 Red Orbs and a glowing platform that will completely recharge your Devil Bar. If you're low on health, use your Devil Bar to regenerate, fill it up again, and repeat. At the end of the rotating floor, double jump off the wall to the ledge, and from there to the Pair of Lances on the altar.





B What's Behind Door Number Two

The Pair of Lances, yet another frustratingly cool-looking weapon that Dante can't equip, will open the main door to the coliseum. But if you want to get the game's final weapon, you'll also have to open up the red door on the right. That area is basically identical to the one behind the blue shield, with the same Red Orbs on the ledge above the door, the same cracked wall (a Yellow Orb this time), and the same rotating floor. The twist this time is that you have to hit the seals to open the gates that block your progress. When you get to the altar at the end, you'll find the Nightmare-beta, the game's peculiar final weapon. But before you grab that, fall into the pit and double jump under the platform where the Nightmare-beta lies. That will make a Blue Orb fragment appear on the pedestal too.





C Griffon, Round 3: Original, or Extra Crispy?

Use the Lances to open the double doors that lead to the coliseum, and head straight to the glowing spiral that will teleport you to the stadium's upper floors. If you run through the perimeter, you'll find two Green Orbs and one Yellow Orb. Run down the path through the middle and pause in the center to make a Blue Orb fragment appear. Make sure to do all this Orb stuff before you fight the boss, 'cause you can't go back afterwards.







When you step into the center ring of the ground floor of the coliseum, the Griffon will attack. You have two options here: you can utilize the same tactics you used against the Griffon the first time, refilling your Devil Bar with frequent taunts and primarily attacking with Devil Bar enhanced handguns and Ifrit combos when he hits the ground. Or, you can try out the new Nightmare-beta, and concentrate entirely on dodging while your heat-seeking lasers do all the work and rack up unearned Stylishes. Every Nightmare-beta shot costs a letter of your Devil Bar, so you'll still need to do plenty of taunting when you get a break between Griffon's lightning attacks.

Nightmare of Darkness

Unravel the mystery of the "Staff of Hermes".



Red Orb Bonuses	
S Rank	1500
A Rank	800
B Rank	650
C Rank	200
D Rank	100
Secret Orbs	1000
S Rank Time	6:00
Special Bonus	2000
Orb Fragments	5 (36)

A The Wheel of Destiny Turns

When the post-Griffon intermission ends, jump onto the stone pillar that crushed the boss and take the elevator down to the coliseum's basement. Pick up the Wheel of Destiny, and Mission 16 will begin with an entire Blue Orb located by the elevator. Our destination is the castle where the game began, but if you want to challenge the next Secret Mission, you'll have to head back into the coliseum right after you leave.





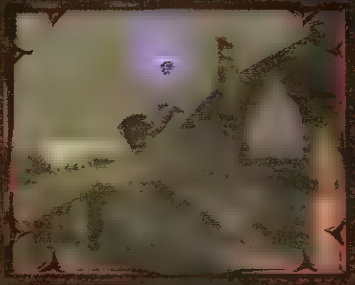
Secret Mission 9

Stairway of Tranquility

Acquire the Blue Orb at the end of the stairway of skulls.

To complete this Secret Mission, you'll need to jump up the stairway of skulls and pick up the Blue Orb fragment at the top. It'll take four quick hops, and then jump back from the top skull, since the Orb fragment is actually located above the second-to-last one.

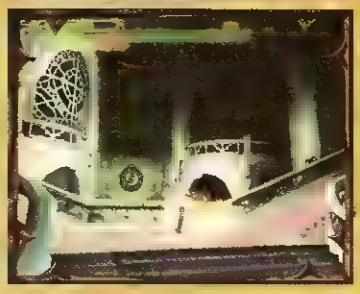


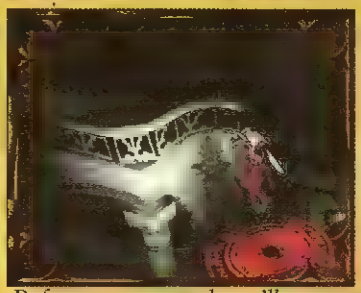


Castle Ardor, Hastily Renovated

After the Secret Mission, follow the glowing lights back to the drawbridge, and use the Wheel of Destiny to lower it (1). Smash the suits of armor for more Red Orbs, then continue on to the Main Hall. You'll notice a few changes; apparently Mundus just renewed his subscription to Martha Stewart Living, and has tidied up the place a bit. That giant, tacky statue is gone, and in its place is one of those light-up switches (2). When you activate it, the first Plasma enemy will appear. These weird shape-shifters are easy to kill while in bat form (they're very vulnerable to simple handgun tactics), but if you damage them while they're in human form, they'll split into three new Plasmas. So whenever you see a Plasma in human form, as you will in the next room, take it out in a single Inferno blast.





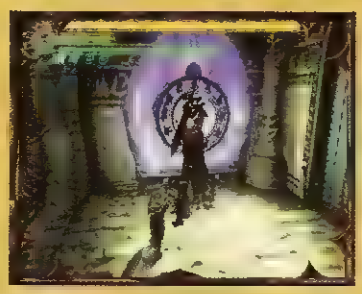


Before you proceed you'll want to grab the two Blue Orb fragments here: One in plain sight at the ground level, and the other in mid-air roughly in front of the Statue of Time. You can get to it by using Air Hike or Vortex from the Statue of Time ledge.



Continue into the castle's main hallway, and double jump in front of the statue at the end of the hall to reveal a Blue Orb fragment. It's not part of the mission, but you can duck into the shop room and slaughter the desks for 80 Red Orbs (3). Then continue down the hall to the room where you first fought Phantom, smashing suits of armor for another 120 Orbs on the way (4). Double jump before Phantom's door to reveal another hidden Red.

Dante's First Nightmare

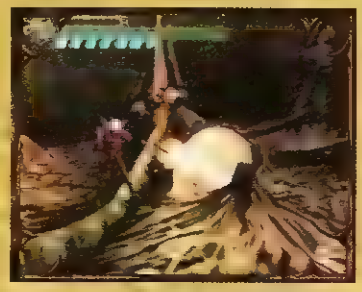


Investigate the glowing puddle in the center of Phantom's old chapel (5), and the Nightmare boss will make its debut. When it appears, it's just a puddle of goo, but if you hit the switches in the corners of the room, Nightmare will freeze into a solid shape that you can damage until the switches run down. You'll want to activate the switch again before that happens, though, or you'll be vulnerable to some deadly goo-form attacks.



Nightmare's strangest attack can only be done while it's in goo-form. It's a little blob of muck that appears around Dante and pulls him down to a dank underworld populated by the Sargasso enemy. When the Sargasso die, Phantom will appear. When you kill him, you'll be freed from hell and Nightmare will take a big chunk of damage. Since you'll get your Devil Bar refilled if you remember to shut off your Devil Form, and you always get a Green Orb for killing Phantom, skilled gamers will leave this underworld area better off than they were when they entered. But if you don't want to deal with this attack at all, you'll need to make sure one of the switches is always active. You can even activate a switch before you look in the puddle so it'll go into solid form immediately at the beginning of the fight.

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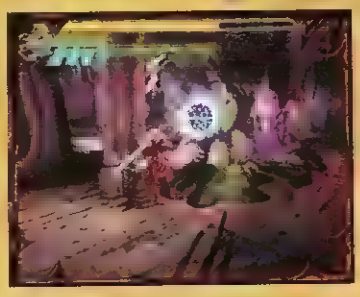




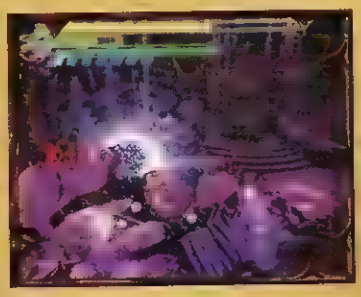
Red Orb Bonuses	
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Stylish Orbs	1000
Stylish Time	6,000
Special Bonus	2000
Orb Fragment	5136



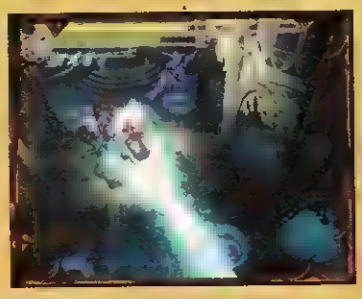
Mission 16

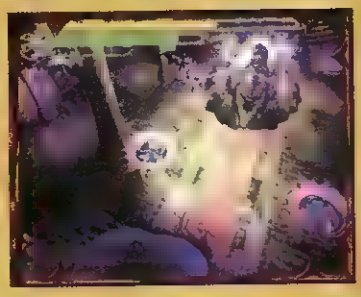


Even when Nightmare is solid, you can only hurt it when its Shadow-like orb appears. This pops in and out of various body parts at random, and the area where it appears will indicate its next attack. If the orb appears in the rear, Nightmare usually releases a phalanx of heat-seeking black icicle projectiles. You can reflect these back with your handguns, but the safest place to be is right in front of the orb, thrashing it with Ifrit combos. The projectiles will go right over your head.



When the orb appears on top, it means Nightmare is going to fire a frontal beam, which you can easily avoid by staying on top of Nightmare as you whack at the orb. Wherever the orb is, make sure to rush at it as soon as it appears (your auto-targeting jump attack is a good way to get there in a hurry). Not only is hitting the orb your only opportunity to damage the boss, but if you leave the orb alone, it will begin sucking letters off of your Devil Bar. Nightmare can then do the frenzied frontal attack that is its Devil Trigger, and the only way to evade that is to be on top of it.





A safer, boringer strategy is to use Air Raid. The trick is never to get close to Nightmare, just hit the switch, refill your bar with taunts or grenades, and wait for the little white line on the ground that indicates Nightmare is about to use Ice Beam. Hit your Devil Trigger, jump up in the air, and Air Raid it till the orb goes away.

Secret Mission 10

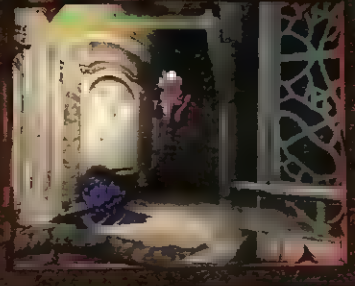
Shadow of Darkness

Hunt down all the Shadows

Difficulty

If you return to the airplane hangar room after defeating Nightmare, this mission will begin. The objective is to hunt down and eradicate the four Shadows on the ground floor of the castle. Two are in this room, crouched on the wing of the airplane. Once you lure them off the plane, jump back up there and fill your Devil Bar with taunts or cheap shots. The next is in the main hall, where you found that second Blue Orb fragment way back in Mission 1. The last is in the portcullis room, through the red door. When all four are dead, you'll get the Blue Orb fragment.

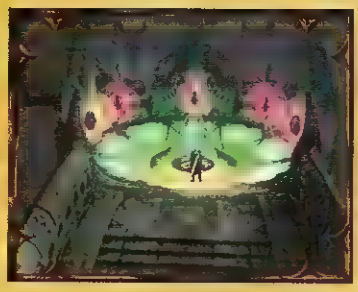




I Know the Pieces Fit, I Saw Them Fall Away

When Nightmare has fallen, head out to the broken bridge. The pieces are farther apart now, so if you have any energy in your Devil Bar, you should just Vortex across. Put your Staff of Hermes in the Staff of Hermes slot, and Mission 16 will be concluded.





If you left the baby Red Orbs here in Mission 3, they'll now be hearty, healthy grown-ups, worth a total of 500 Orbs.



Parted Memento

Slash away at the dragon and enter the court with the "Quicksilver".





Night Castle Rooms - Levels 1F and 2F

Secret Mission 11

Go right back through the portal and make it across the bridge without falling into the water (easy if you use Vortex or Air Raid). I like this Secret Mission because it's the only one you can totally cheat at. I guess you're supposed to use the Death Scythe's special ability to hurl yourself up in the air underneath the Blue Orb fragment, but that's an awful lot of work to set-up. I prefer to kill the Death Scythe, charging Dante's Devil Bar in the process. Then hop up onto the bony canopy, and just Vortex across. If you fail, the only way you can retry is to take the warp out of here, and cross the bridge again.



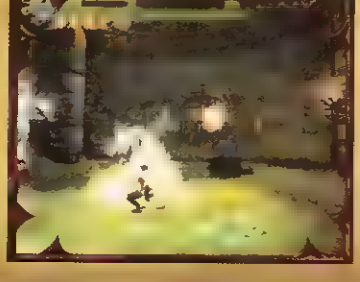


A Dancing With the Devil in the Pale Moonlight

After you jump through the warp, you'll end up in a series of rooms with a bunch of fun things to smash (2). But the only place you'll find Red Orbs is in the armor and shield-filled detour on the 2nd floor (3). Fight a few simple foes there and make your way to the blue-tinted warp room, where you can hop into a painting (4) and warp to a new courtyard area (5). It's here you'll first see "Frost" enemies, icy cold lizardmen who have a lot of powerful attacks but melt under the intensity of Ifrit's physical attacks. Inferno is especially good here.





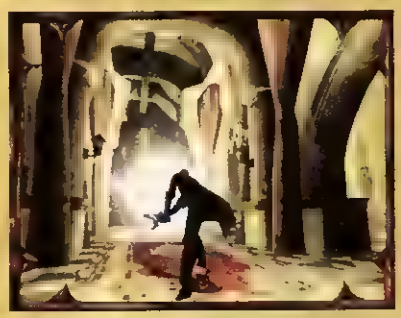


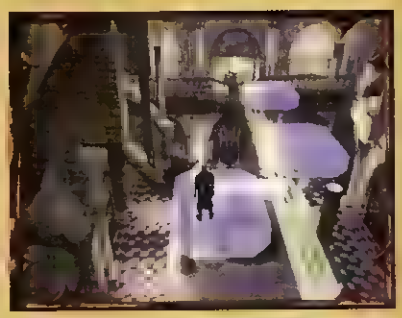
A horde of Marionettes and Fetishes awaits in the next hallway. Run straight down the hall, smashing the suits or armor for Red Orbs as you progress towards the Gallery (6).





B Flaming Ping-Pong in the Gallery of Death



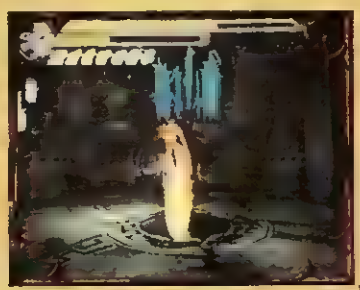


Switch to Alastor here, since you can't reflect the dragon's fireballs with Ifrit. Stand directly in their path, time your swings right, and the skeletal dragon will explode after three shots. Then turn the crank on the mirror by rotating your analog pad until it reflects onto the ceiling and makes the Quicksilver appear. If you have Air Hike, you can leap right onto the balcony to get it, but if you don't, you'll need to jump across the series of semi-transparent platforms. Before you leave, make sure to visit the balcony to the right of the second mirror, where you can find a hidden Blue Orb fragment.

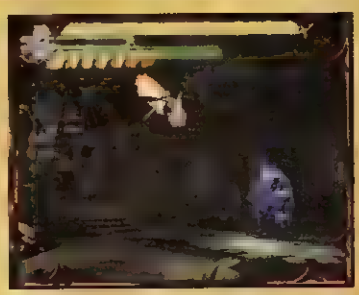


C Nelo Angelo: The Final Battle (Finally)

Go back to the hallway and take the left passage to the giant wooden door (7). Set the Quicksilver in the slot, and prepare for your final battle with Angelo. His massive sword does double damage and has roughly double the range. His sword attacks are basically the same, but he has a new projectile, a series of spirit blades that he throws from mid-air. Wait till these are about to make contact, then jump with Rolling Blaze to smash them all before they hit you. If you don't have Rolling Blaze (and really, what are you thinking?) you'll have to do a lot of rolling (the non-blazing kind) to get out of their way.



Angelo is too quick, so we'll have to modify the strategy we used last time. Stay just out of his sword range, and wait for the glow that signifies an impending attack. Then quickly do an Ifrit jump kick to knock him out of it. Follow it up with a combo of your choice—even if he blocks it, it fills the ol' Devil Bar. Repeat this until your bar is full enough to use your Devil Trigger, and then switch to your Devil Form immediately after the jump kick and do your Ifrit Kick13 combo.







Meteor, Ifrit's lone long-distance move, is incredibly useful against Angelo. If you have this move, you can use your Devil Bar to hit him from afar without risk of counterattack.

Spirit Stone, "Elixir"

Throw the "Philosopher's Egg" into the fire and transform it into a Spirit Stone.



A Gift from Dante's Father

This mission begins with Dante gaining his last new weapon, Sparda. The good news is, Sparda has several of Alastor's moves (the juggles, a super-long range Stinger, and Round Trip), and does as much damage as Alastor's Devil Form attacks. The bad news is, you have NO Devil Bar when you use Sparda. Is the trade off worth it? Sometimes, but not often.

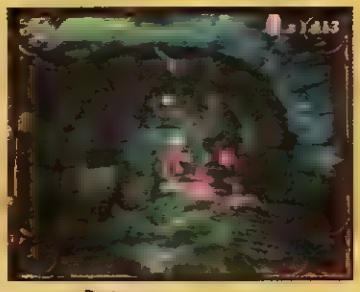




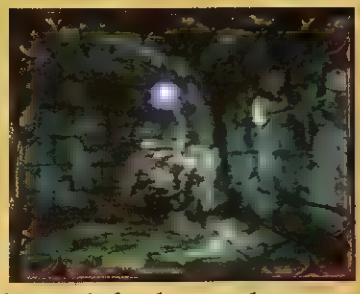
Mission 18

B Once More into the Brig, Dear Friends

Angelo's room is large and beautiful, but there's nothing hidden here. So take the warp in the center of his floor and return to the warp room at the beginning of the last mission. Take the other warp, and Dante will end up in an underwater prison (1). Swim through the two rusty gates to get into a dead end room with a bunch of Red Orbs (and more in the barrel) (2).



Leave that room, turn right, and then left through the next rusty gate, and shoot the barrel for a Blue Orb fragment (3). Go out into the main hallway and turn left, then right to leave this area. You'll end up in a small arena with three Death Scissors. Gun them all down and the door will open.



C The Philosopher's Egg in the Water Tower

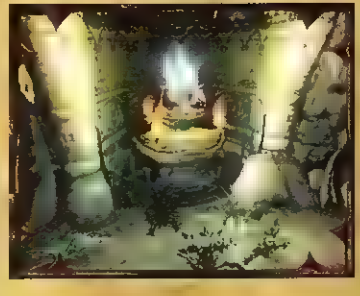
Dante will find himself in a small corridor that leads to the tower. Hit the switch to fill this tower with water, and then swim up to the small ledge on the first floor, where a Blue Orb fragment will appear. Let the water drain, then hit the switch again and swim as high up as you can, so when the water drains, you'll be above a nice high ledge. You can swim all the way to the Philosopher's Egg at the very top if you're quick (4).



If you didn't get the Blue Orb fragment while you were underwater, you can jump over the ledge shown here.

Make your way to the green and brown door that lead to the courtyard in the last version of the castle. It still does, although it's a very different courtyard. As the switches on the walls suggest, you'll be getting a visit from Nightmare, but not until you put your Philosopher's Egg into the flame where the lion statue used to be (5).





D Dante's Recurring Nightmare

Same old Nightmare, except the boss that you'll fight in the hellish netherworld is good ol' Griffon, none too pleased that you sent him there in the first place. Fortunately, the hell-suck attack is a lot easier to avoid than it was last time. Also, he has one new attack: He can detach one of his arms and send it flying around the room. It flies in a pre-determined arc, so you can dodge it if you stay low and close to him. Despite those two new twists, this Nightmare is easier than the last for one reason: Sparda. It does more damage than Ifrit and you don't have to mess around with the Devil Bar. When Nightmare is finished, you'll get the Elixir from the flame, and the mission will end.



Enter the Corrupted World

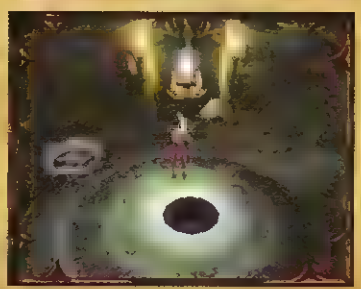
Open the gate to the Underworld.



A Through the Looking Glass

Jump up to the double doors on the second floor of the courtyard, and enter the short 2F Hallway that leads to nothing. You'll find a Blue Orb fragment there, and a large Red Orb worth 100 (1). Take the warp in the courtyard back to the blue-tinted room (2), and run all the way to the warp downstairs (3).





This will activate the final warp in the bridge area (4).

That leads to the bedroom, where you'll find an Untouchable, and a Blue Orb fragment. Head through the mirror, and you'll end up in the mysterious anti-world consisting of the bedroom and, through its window, the courtyard area where you once fought Angelo. Ignore the shiny object for now; we'll go to the rooftops for a pair of Blue Orb fragments first. Jump up to the tower, (continued next page)



and over the edge to get the floating Blue Orb fragment. Then get back to the tower and Vortex across to the other tower for the second Blue Orb fragment. If you don't do them in this order, the second one won't appear.



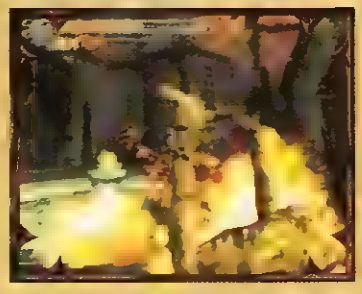


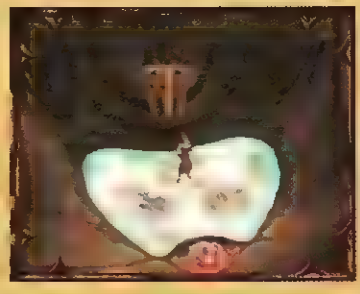
More Adventures in Bizarro World

Okay, now you can grab the shiny Philosopher's Stone, which makes a trio of Nobodies appear. These twisted, demonic monkey dogs throw explosives (and leave them behind when they die) in addition to their physical attacks. They can also remove their mask, which makes them nearly double in size, health, and power. Sparda is good here, although Ifrit's Inferno attack is better if you have a Devil Bar, especially if you can use it to kill them before they grow.









Return to the bedroom area and go back through the looking glass. Take the warp out of the bedroom to the warp in the bridge, jump or fly across the broken chunks, and enter the room where you once fought Phantom. Now that you have the Philosopher's Stone, you can jump through that puddle into the nightmare world (5). Drop through one more weird portal thing, and this mission will end.



Showdown with Nightmare

Head to the place of sacrifice.



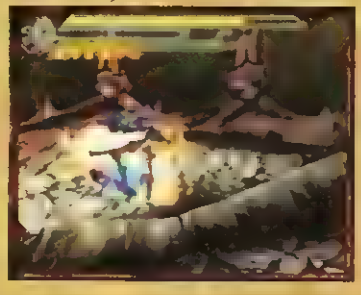
A Nightmare Round 3, and Not Much Else

Jump up to the hallway and rip through the membrane with your sword. The next area contains nothing more than a pair of Frost enemies (use Ifrit) and a Statue of Time. Ignore them if you want, and cut through the next membrane to proceed. Waiting on the other side is Nightmare.



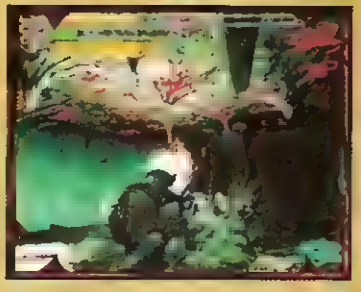


The underworld boss this time is the old Round 1 Angelo, who you can beat pretty easily with the Ifrit combo strategy, so you may as well let yourself get sucked down. This Nightmare is extra-sturdy, so the extra damage you do from Dante's little underworld foray is probably worth it.



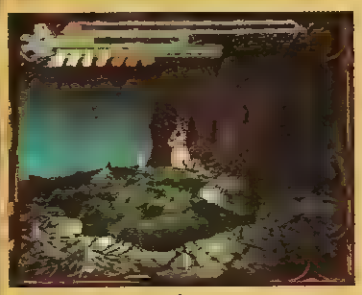
I prefer to use Ifrit against Nightmare this time, since Nightmare is much more aggressive. Its heat-seeking attack is particularly dangerous: If the first one hits you, the next five will too, guaranteed. So it's nice to be able to turn into your Devil Form after the first hit to absorb some of the damage and regenerate the rest. You can then jump onto the orb and let loose with the Kick13 combo a couple of times.





(continued next page)

Mission 20



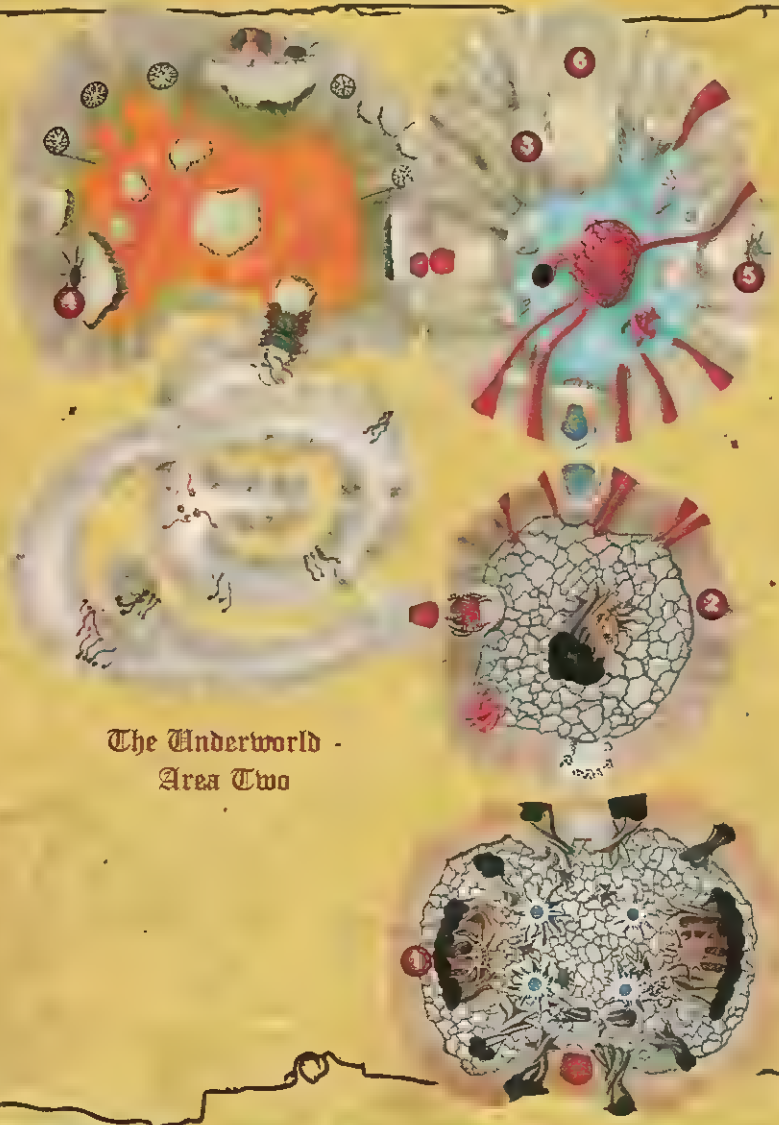
To charge up your Devil Bar, just let Nightmare revert to its goo form, and jump back and forth in the goo, charging your Bar with Rolling Blaze hits (they do no damage, but charge it all the same). When Nightmare does its net attack, jump out of the way, and attack the net with Rolling Blaze to fill your bar at super-speed. Even if you don't get out of the net's way, you can easily tear a hole through the net and escape in time, since Rolling Blaze does a ton of damage. Then freeze Nightmare, and take him down with a full Devil Bar.





Living Cave

Pulsate the heart and open the last gate.



The Underworld - Area Two



A The Final Secret Mission Beckons



This mission begins in the room after Nightmare, but if you cut through the gray membrane you can return to that room and grab an Untouchable (1). In the room where you started, you can snag a Holy Water, and open the door to the final Secret Mission (2).



Secret Mission 12

Hidden Basement

Find the hidden basement near the [illegible] secret corridor

Getting to this Secret Mission is tricky. You need to press the gun/search button at the spot shown here, as if it were a door. You'll enter a hidden labyrinth where you'll be forced to fight three one-on-one battles with Nobodies. In one of them, you'll find a Blue Orb (yep, an entire four-fragment Blue Orb), but that isn't the prize for this mission. To make it through the labyrinth, just pick a side (like Dante's right) and hug that wall as you run through the labyrinth. It's easy to get turned around during the Nobody battles, but don't worry if you get lost...the labyrinth isn't that big, and if you stick to one side, you'll find the door to the next area sooner or later.







There's a giant dragon here, and if you hit the massive orb between his legs (um...) you'll get a ton of Red Orbs. This guy doesn't breathe fireballs, so there's nothing to reflect, but you can get in his face and beat the crap out of him. Just step to the side after every few hits to avoid his breath. A bunch of Frosts will then appear on the bottom, but you can ignore them and continue upwards to get to the prize. Jump from ledge to ledge, and then take a ride on the first two giant eye-things. Ignore the third, and jump across to the glowing item: The Bangle of Time.



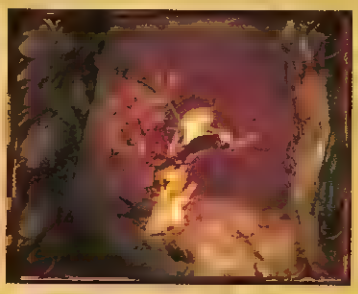


Use the Bangle of Time like a weapon to freeze time for as long as your Devil Bar lasts.



B The Big, Nasty, Icky-Thing Maze

Go through the door opposite the one where you started. There's another glowing orb thing here (3), and if you smash it, it will open the claw-wrapped door back in the last room. Head through that door and you'll end up in a squiggly maze that has two little detours (neither contains anything, so just head straight). There are two new enemy-like things here: Hands that reach up from the ground to grab you if you stand too long in one place, and weird wriggling things that come out of the walls. To deal with those iridescent tubeworms, you can progress slowly, slashing them with Alastor, or quickly jump through with Ifrit's Rolling Blaze and risk taking a few light hits. You'll alternate going through fields of wriggling worms and fighting Nobodies three times before you get to the end.



C The Last Leg of Your Journey

The next room has a pair of Plasmas that like to stay in Bat-form. Shoot them down with guns, jump across the lava, and activate the switch (4). A single pillar will rise, and you'll need to jump onto that and wait a second before the second one rises. Wait on that for a second, and the third will appear. Jump across to another glowing orb (which just gives you Red Orbs), and another switch. Continue jumping across ledges and platforms to the top, where you'll get to one last membrane. Rip that open, hyper jump across the gap, and hit the final switch (5). The seal on the giant door will break, and you can enter to face your destiny (6).

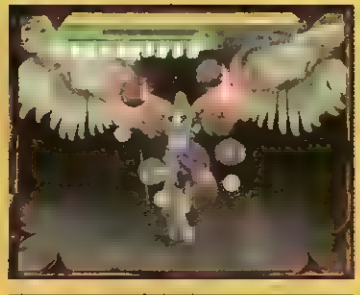




Legendary Battle

A Mundus Round 1: Get Ready to Shoot

Mundus at last! And it's... a shooting game? Okay, the trick here is to shoot the little orbs that surround Mundus, since they stop you from hitting his weak spot (the glowing orb in his chest) and fill your Devil Bar a bit when they die. When they're gone, do as much damage as you can before you use your Devil Bar, since he'll bring the orbs back after you do that.

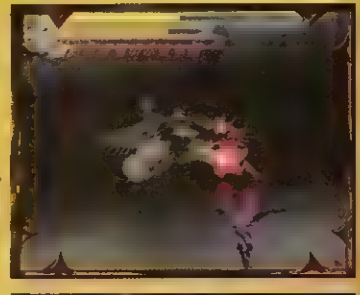


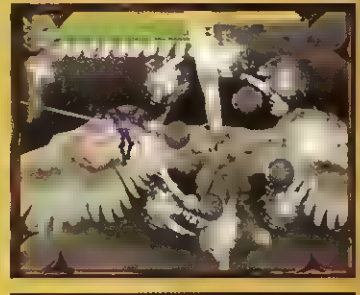


You have a completely new Devil Trigger now, which shoots a flying dragon at Mundus. It can damage him at any time, even when he's blocking or has his orbs defending him. The more letters you have in your bar, the more damage it does. So if you want to beat this guy easily, just use a couple of Devil Stars. But if you want a decent ranking, you'll have to practice dodging his attacks.



The meteors he throws can be dodged or destroyed with your normal attack. When he makes a circle of white letters appear, he's going to do a laser attack, either up to down or right to left. Stay in the lower left hand corner so you'll have plenty of time to see where it's going and get out of the way. The red lasers fired by the smaller grey orbs can easily be dodged by flying in a wide circle around the screen. Keep in mind that your Devil Bar will cancel any of his attacks, so save it up and use it whenever he does an attack that you have difficulty dodging. You can also dodge any attack with a well-timed roll (done the same way you did it as ground-bound Dante).







B Mundus Round 2: Back on Terra Firma

After you beat him, Round 2 begins, old-school style. You'll start with a full Devil Bar, so jump right up the floating platforms until you're on the one closest to him, and hit your Devil Trigger. Yes, Sparda finally has a Devil Form, which massively increases its range and damage. Hit him for all you can with standard attacks, and hit L1 to save up the rest of your Bar when he destroys your platform and sends you back into the lava. Note that if you can't get onto a platform close to him, you can still use your Round Trip ability (while in Devil Form) to hit him for a ton of damage from even the middle distance platforms.





When Dante is forced back to solid ground, charge your Bar by blowing Mundus' orbs away with your Shotgun, or shooting the big man himself with your Grenade Launcher.



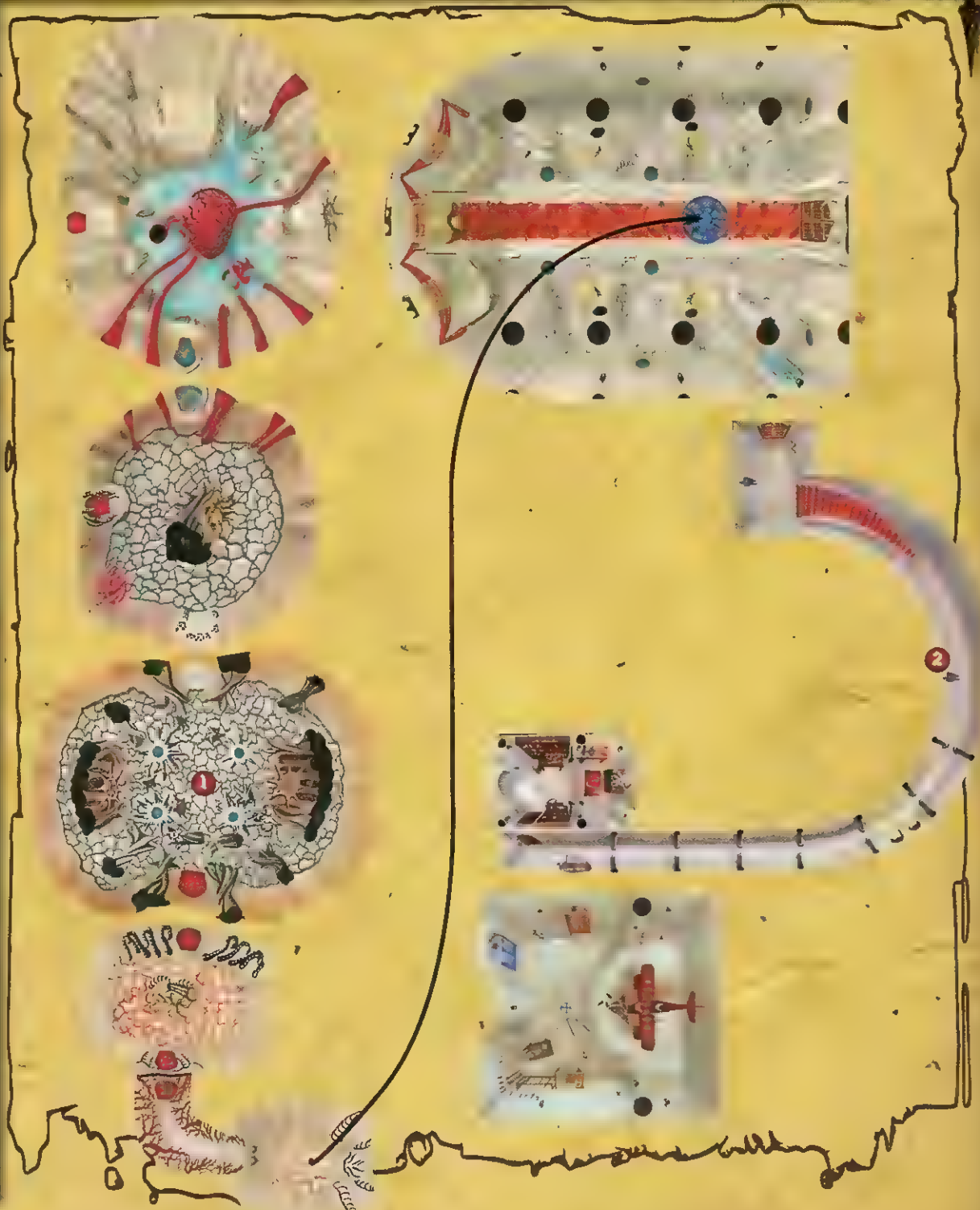
Once this dragon appears (your old Devil Trigger has betrayed you!), wait until it breathes a fireball, then bounce it back with Sparda. Not only will this kill the dragon, but it will get you a sweet, sweet Green Orb. With the ability to refill your life several times throughout the course of the fight, this boss ain't so tough.





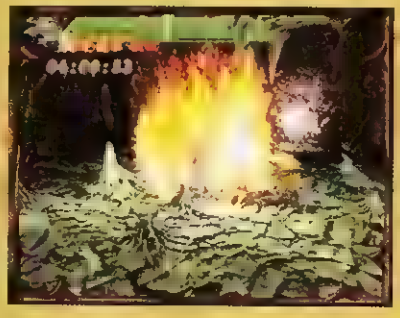
Mother's Guide

Escape Mallet Island before it collapses.



A The Perfunctory Escape-Before-It-Explodes Level

You have five minutes to escape Mallet Island. Take a direct route through the Underworld, avoiding any enemy you don't have to fight. The battles you can't avoid are a pair of Nobodies in the Underworld (1), and a pair of Blades in the hallway outside of Phantom's old room (2). After you kill them, head out the door in the middle, to the airplane room, where Dante will be sent plummeting into the sewer. Mundus' final form awaits.

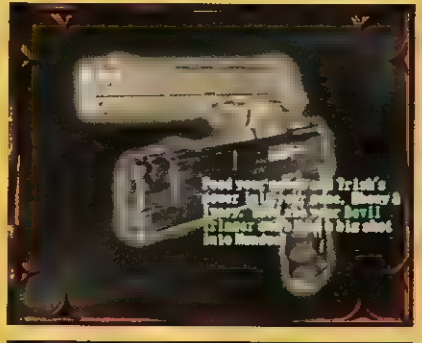




B Mundus Round 3: Rolling Blaze Sure Is Good!

Killing this guy is SO easy if you have Rolling Blaze. Just get in his face and jump from side to side. Then, when your Devil Bar is full, start in with the Ifrit Kick13 combos. If not, you'll have to charge up your bar with Grenade Launcher hits that do virtually no damage. You have plenty of time, but don't dawdle: The battle will end instantly when Mundus crawls to the far side of the room. When you get his life bar down, an intermission will appear when he runs out of life that explains what to do. All that's left to do next is hop on your plane and get away. This part is just for fun, but the controls are surprisingly deep. Experiment with all the buttons and the right Analog Stick as well.












Appendices

Appendix: Bestiary

As you battle the various enemies in Devil May Cry, new tips will be unlocked in your File screen. These tips are usually unlocked when you stumble upon a successful strategy, or are hit by an unusual enemy attack. We have collected them all and reprinted them in our enemy gallery for your gaming convenience.

Marionettes

These are low-class evil spirits who borrow the bodies of puppets in order to exist in a physical state.

Sometimes they use guns to attack: before they fire their guns, they have a habit of twirling their wrists, making spinning sounds.

The daggers they throw travel in a straight direction. If you can see the enemy move before they attack, you should be able to avoid being hit.

They will also throw crescent-shaped blades that curve around objects to attack you. Keep a sharp eye on their movements.

Once they catch you, they will not let go so easily; instead, they will try to slash and gash your neck. Wiggle the Left Analog Stick to shake them off.

The Marionettes will make a screeching evil war cry to immobilize those near them. If you become immobilized, quickly wiggle the Left Analog Stick to free yourself.

Since they exist as physical entities, they can be destroyed by physical means. Use guns, swords, and other ways to send them into oblivion!



Bloody Mari

Like Marionettes, Bloody Maris are low-class evil spirits that borrow the bodies of puppets in order to exist in a physical state. Their red outfit dyed with human blood somehow increases their evil powers.

Sometimes they use guns to attack: before they fire their guns, they have a habit of twirling their wrists, making spinning sounds.

The daggers they throw travel in a straight direction. If you can see the enemy move before they attack, you should be able to avoid being hit.

They will also throw crescent-shaped blades that curve around objects to attack you. Keep a sharp eye on their movements.

Once they catch you, they will not let go so easily; instead, they will try to slash and gash your neck. Wiggle the Left Analog Stick to shake them off.

Bloody Maris will also make a screeching evil war cry to immobilize those near them. If you become immobilized, quickly wiggle the Left Analog Stick to free yourself.

Since they exist as physical entities, they can be destroyed by physical means. Use guns, swords, and other ways to send them into oblivion!



Sin Scissors

Sin Scissors are one of the low-class evil spirits that can only exist by taking the shape of physical objects. These evil spirits have chosen a deadly scissors-wielding body as their physical form.

These evil spirits are dependent on the masks they wear. They cannot exist without them.

Their capes are nothing more than illusions created by the evil spirits. All physical attacks are useless and easily blocked.

When they descend with their scissors, there's a short moment of time where they are off guard. If you attack at the right moment, you'll be able to damage them critically.

Their scissors are used to deflect your attacks. If you are able to knock the scissors out of their hands, they will become defenseless. This will be your chance to blast them.

If the gun is fired from a close range when their masks are defenseless, you'll be able to eliminate them with one shot.

Although it is difficult to evade the attack executed after they circle you, don't give up. There's still a chance to counter attack.



Sin Scythe

Like Sin Scissors, these evil spirits are dependent on the masks they wear, but wield scythes instead of scissors.

Their capes are nothing more than illusions created by the evil spirits. All physical attacks are useless and easily blocked.

The large spinning attack with the scythe is an expression of the Sin's hatred and anger.

You have to be quick on your feet to evade the returning scythes of the boomerang scythes attack.

The umbrella-like shape that appears is the nucleus that gathers evil spirits and converts them into their own energy -- this occurs they become all even fiercer.

They will stab the scythes and immobilize their prey to steal their souls. Wiggle the Left Analog Stick to free yourself from death.

The attack executed after they circle around is deadly. Watch them closely and if they start moving in circles, do your best to avoid being hit.

If you succeed in deflecting the scythes, you'll be able to create an opening for attack.



The scythes that fly at you can be deflected with your guns if you become a Devil Hunter.

Guns are very effective against these evil spirits as they've only fought with ancient knights who only used swords. Use your guns to blast them out of the air.

If you fire from a close range when their masks are down, you'll be able to eliminate them with one shot.

Death Scissors

The part that looks like a cow's bone is their main body. Their evil is much stronger and tougher than the Sins'.

They use many staffs made from bones of animals and humans to create an evil barrier. This barrier is impenetrable. You must defeat the enemy inside of it.

Their screw attacks are accurate and very destructive. Dodge to escape.

It's unwise to try to fight these evil spirits from the surface. Become a Devil Hunter and take the fight into the air.

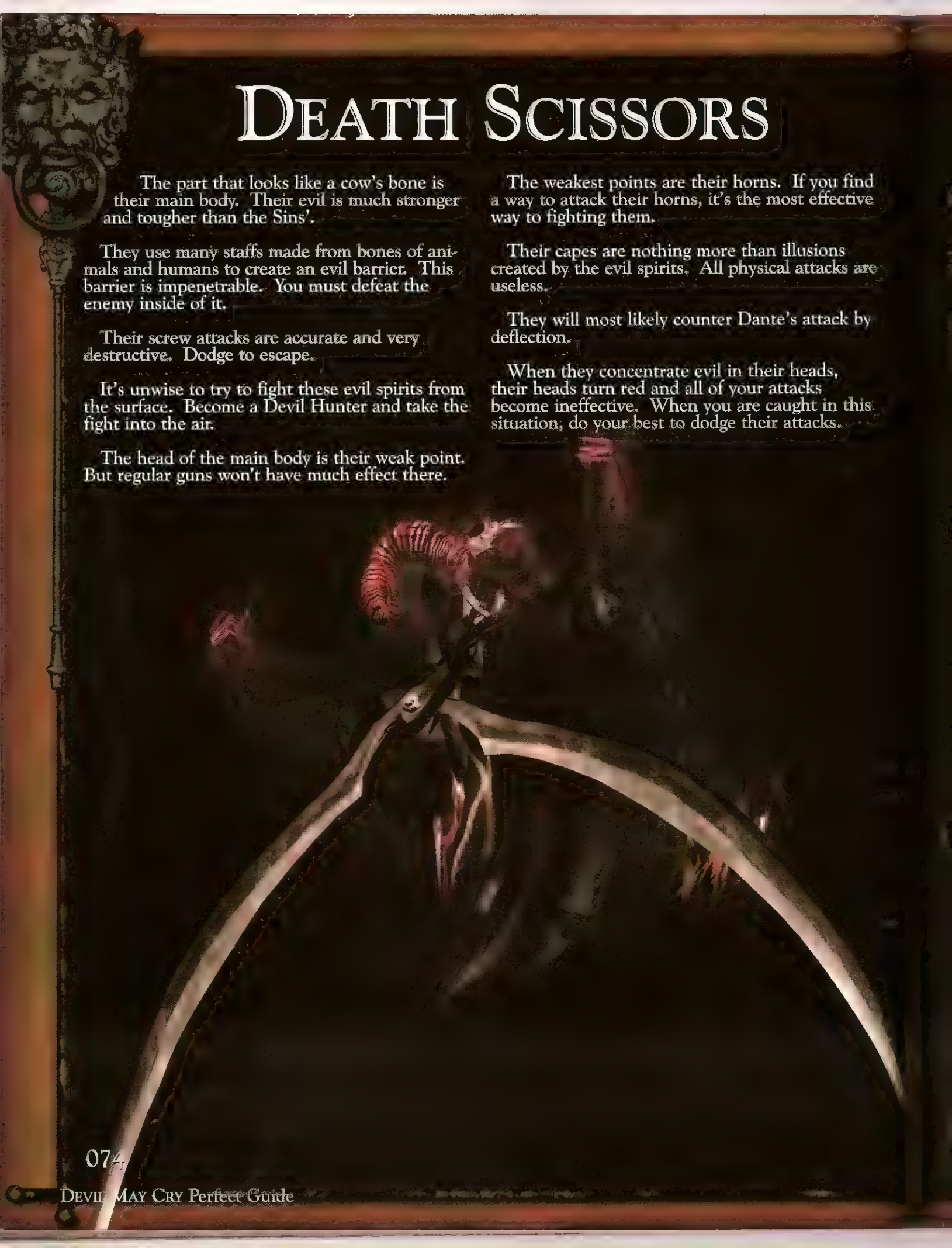
The head of the main body is their weak point. But regular guns won't have much effect there.

The weakest points are their horns. If you find a way to attack their horns, it's the most effective way to fighting them.

Their capes are nothing more than illusions created by the evil spirits. All physical attacks are useless.

They will most likely counter Dante's attack by deflection.

When they concentrate evil in their heads, their heads turn red and all of your attacks become ineffective. When you are caught in this situation, do your best to dodge their attacks.



Death Scythe

These are the strongest, most evil, and highest ranking of all Sins.

Their deadly body attacks from above must be avoided. If you are hit, critical damage will be inevitable.

The tornados that appear are the spirits in the atmosphere that were forced to comply with evil ways. The tornados will suck their prey into the air, taking away their freedom to move. How you utilize these tornados to your advantage will test your mettle.

If you use the power of the tornado to your advantage, you should be able to jump to where you want to go.

When extreme situations prolong, the Death will risk their lives and start to attack fiercely with their four blades. Attack and destroy them as quickly as you possibly can. Don't give them any time to get a hold of their scythes.

Their capes are nothing more than illusions created by the evil spirits. All physical attacks are useless. Meaningless attacks will only make them counter attack! Jump higher than the enemy and attack with accuracy from above.

When you attack and hit the actual scythes, the enemy will flinch. Since it is rarely off guard, attack it with all you've got!



Shadow

It has evil spells covering its body, thus allowing it to deflect all sword attacks. It's an evil spirit that takes form from its own shadows. But they can also take on other forms by changing the spells on its body.

In its shadow form, all sword attacks are deflected. This is because it remembers the weapons from its fights with the ancient knights. However, firearms seem to be an exception.

It releases magical powers instantaneously in order to deflect certain attacks. At the same time, the magical powers are shot toward its enemy. It is very difficult to avoid being hit with this attack.

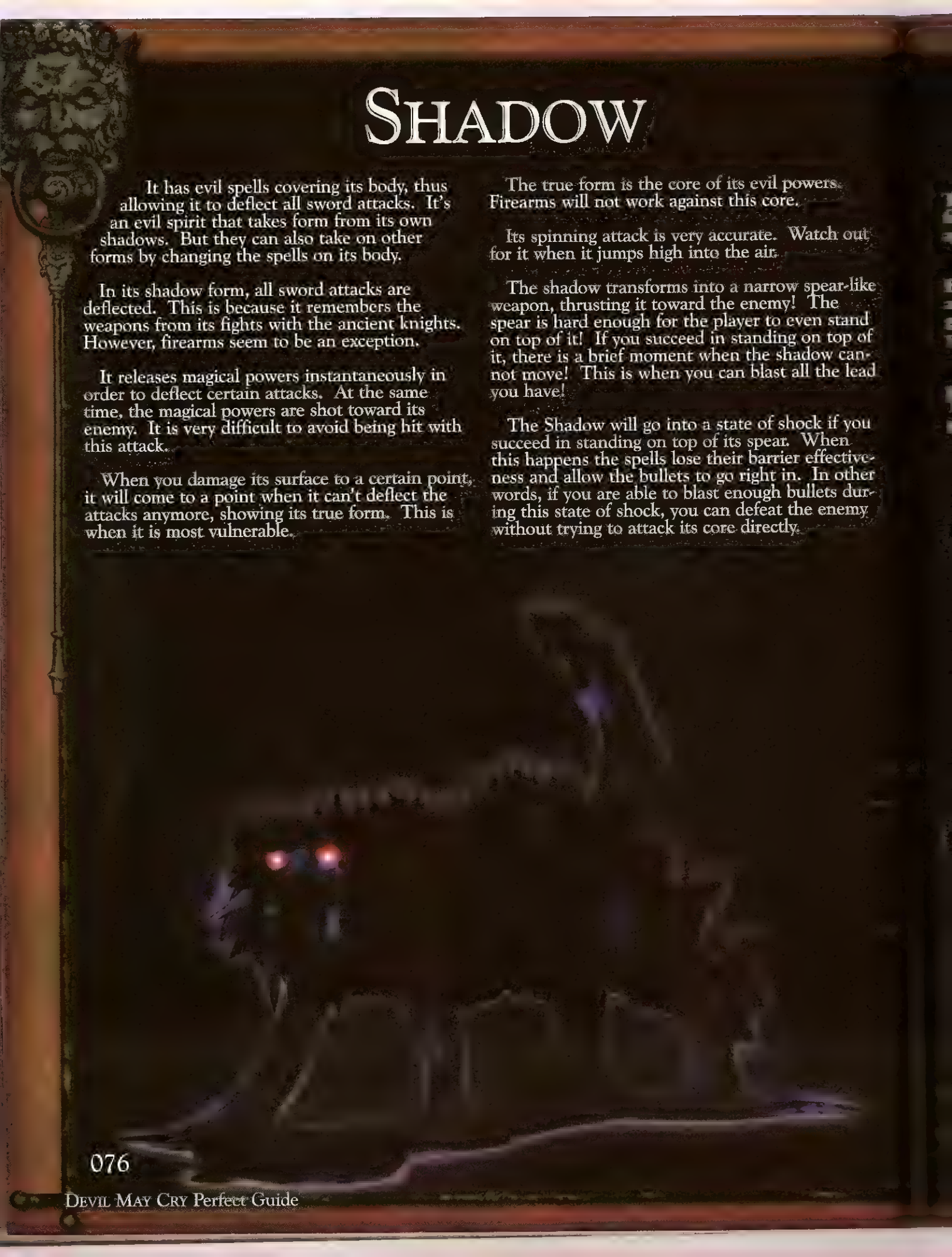
When you damage its surface to a certain point, it will come to a point when it can't deflect the attacks anymore, showing its true form. This is when it is most vulnerable.

The true form is the core of its evil powers. Firearms will not work against this core.

Its spinning attack is very accurate. Watch out for it when it jumps high into the air.

The shadow transforms into a narrow spear-like weapon, thrusting it toward the enemy! The spear is hard enough for the player to even stand on top of it! If you succeed in standing on top of it, there is a brief moment when the shadow cannot move! This is when you can blast all the lead you have!

The Shadow will go into a state of shock if you succeed in standing on top of its spear. When this happens the spells lose their barrier effectiveness and allow the bullets to go right in. In other words, if you are able to blast enough bullets during this state of shock, you can defeat the enemy without trying to attack its core directly.



Beelzebub

This evil spirit inhibits the body of a fly. Their hideousness is not too difficult to imagine from its appearance and movements, since it is apparent.

What appear to be maggots that the blue Beelzebub vomits are not real maggots -- they are a form of evil power that will prevent your gun from firing if they latch on. In this case, you should switch your weapon to a sword.

The large green Beelzebubs serve like an evil power bank for the blue airborne Beelzebubs. They seem to be stronger since they have larger physical mass.

The green Beelzebubs eat the dead, absorb their evil powers, and become even stronger. After absorbing, they gain more agility and thus become more dangerous.

Never turn your back to the Beelzebub. It will use its frontal limbs to reach out and try to break your back.

Beelzebub is most vulnerable when it's on its back. Blast it with an aerial attack. And watch out for the poison it spurts out.





PHANTOM

This is one of the servants of the Dark Emperor. Inside its exo-skeleton body hot molten lava circulates. Not only is the shell hard, but it also protects it from magical attacks.

It uses its mouth to release its magical powers. This orifice is the only vulnerable part of the monster.

The tail coiled on its back is a deadly weapon that will thrust its stinger with amazing speed. You should keep your distance to avoid being stabbed.

Phantom can summon the dead by sticking its head into the ground: the dead will awaken in the shape of fire pillars. The fire pillar strikes from the places where the ground lights up. Run and jump to avoid this attack.

It can charge its evil powers and unleash the fires of evil through its mouth. Rolling seems to work well in avoiding this attack.

When its anger is at its peak, it will shoot fire-balls from its back like a volcano eruption. Concentrate -- dodge this attack.

The body's topside is also its weak point. If you want to prove yourself as a true Devil Hunter, close in on the enemy and attack him from above!

Kyklops

Although they appear similar to the Phantom, they are still one of the low-class evil spirits. However, since they take on earth and rocks as host elements, they have substantial durability. Contrary to their appearance, they have superb leaping abilities.

By eating dirt, they form rocks in their mouths. They shoot these rocks out of their mouths. Try to avoid standing in front of them whenever possible.

Although their armor is made from rocks, it doesn't compare to the armor of the Phantom. Use your Devil Hunter powers to bash the monster along with their armor.





Nelo Angelo

The knight in dark armor is well versed in the same art of combat as Dante's. Everything about this knight remains a mystery. Everything.

Light emission is always present before releasing the energy that's generated by converging the surrounding energy. Be ready for it when you see the light.

His strength to wield a sword of this length is undeniably extraordinary. Keeping distance and waiting for an opening is a wise strategy when he starts to swing his sword viciously. If you time your sword swing with his, you'll be able to block his attack creating an opening for attack.

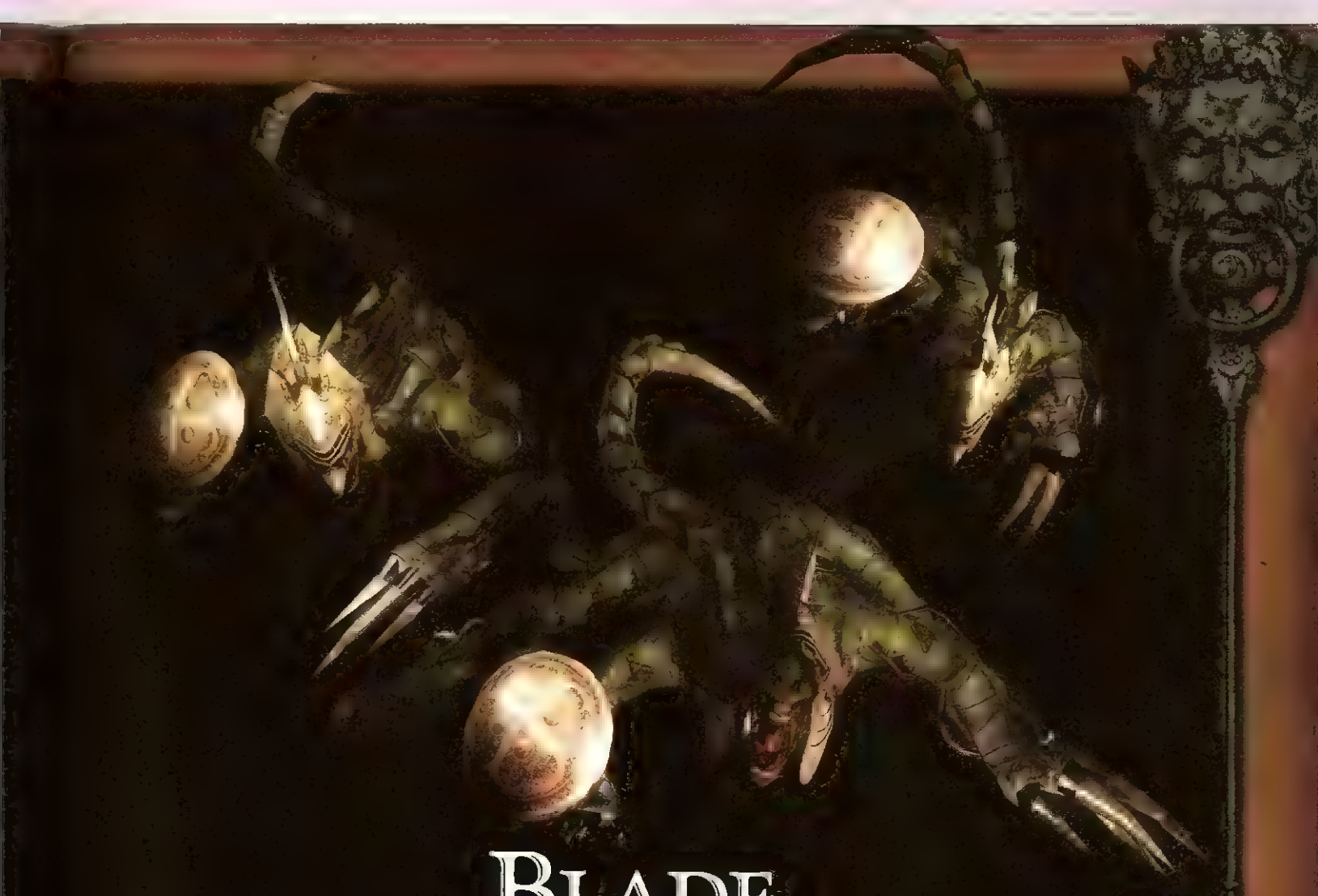
He uses a special displacement method to instantaneously move from one place to another. Determining where he'll appear next is a difficult thing to do. Keep calm and focus your attention on where he will appear.

The powerful attack executed after he takes his upper guard stance is almost impossible to stop. It's unwise to go head to head with him. Use your speed and agility to dodge this attack.

By determining which way the phantom blades target, they can easily be dodged.

The phantom blades protect the knight by circling around him. Destroy the phantom blades and create an opening to attack.

The pendant that the Nelo Angelo wore was the same as Dante's. It brings back faint memories of his youth.



Blade

These are soldiers created by the Dark Emperor to take control of the surface. They use a kind of reptile as host bodies, and thus possess many lizard-like characteristics.

The round shield on their forearm is coated with "evil powers" and deflects most attacks. Their defense is good for the attacks that come from above, but it's not as good for the attacks that come from the bottom.

The mask they wear protects them well against bullets. Either you can destroy the mask quickly or perhaps more wisely go around the enemy to attack it from other angles.

They can pressurize their blood, concentrate it to their claws, and shoot the talons out like missiles. When you see them take the fire stance do your best to dodge them.

When they notice that you, their prey, are weakening, they will approach to finish you off. Remember always to be on guard.

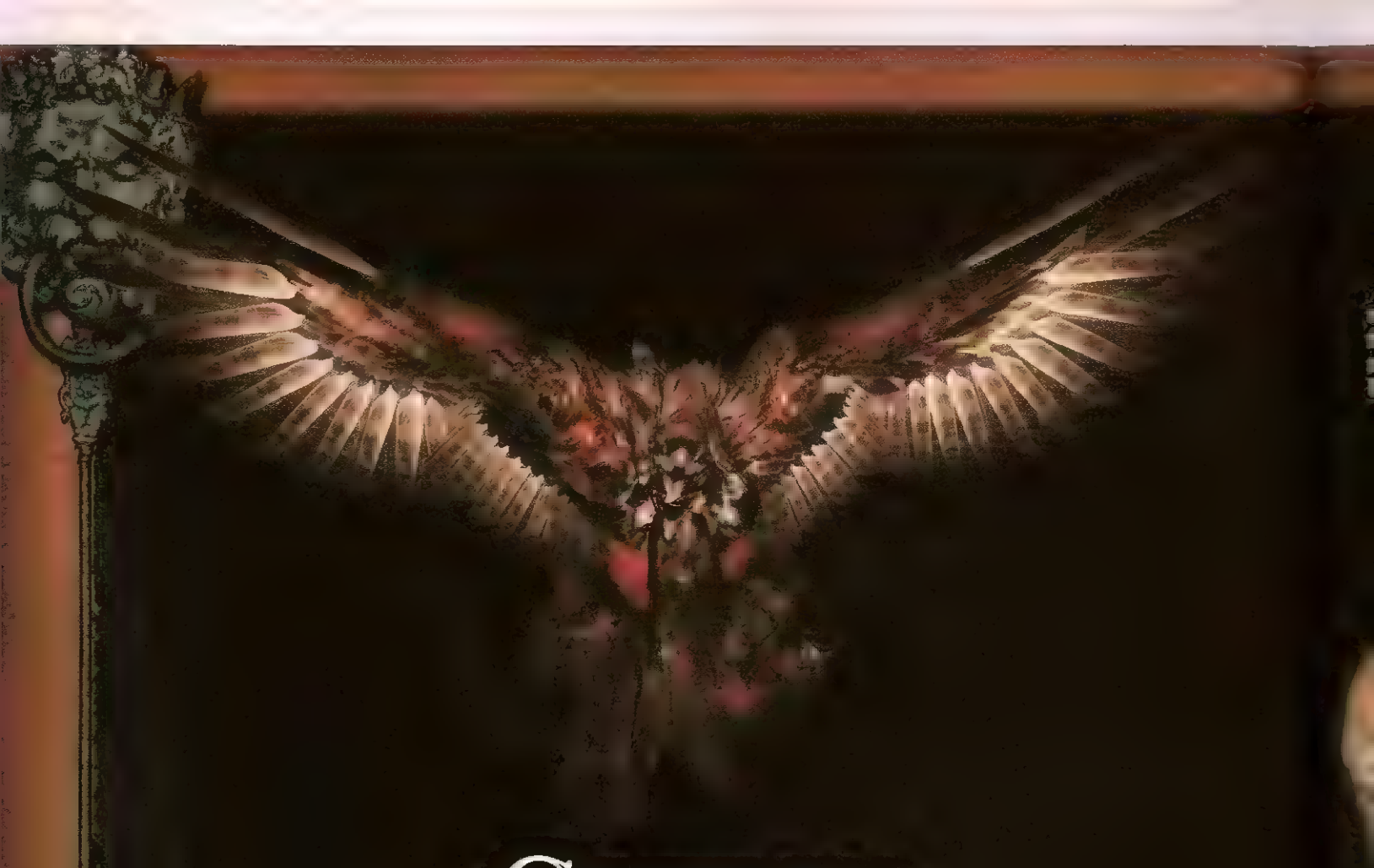
Relying on their superb agility, they are capable of moving freely underwater, almost as if they were aquatic organisms.

They have tremendous jumping ability and their lower body strength is present in their underwater agility. Their spinning attack is a deadly one.

Possessors of superior agility, the Blades can resume their body positions even when they're struck in midair. Trying to defeat them with monotonous attacks will be a difficult task.

Even the Blades equipped with their masks and claws will not stand a chance once they are knocked off balance. Attack from behind and take them down face first. Then attack from the air to finish them for good.

The armor they wear protects them from most attacks... but underneath the armor lie their weak points. Though there's armor protecting most of their backs, some parts aren't covered. It is safe to say that by attacking these prone areas can do a lot of damage.



Griffon

This is another servant of the Dark Emperor. It's a gigantic bird-like monster that uses wind and lightning as its weapon.

Its electricity attacks can be dodged by jumping. Watch out for this attack when the Griffon flaps its wings and tries to keep distance.

The "electric band" attack is very accurate. Use the accuracy of the attack to your advantage to dodge. Using techniques like aerial attacks and hovering still in the air may help.

He will shoot electricity that charges towards you like a curtain. At first, it looks as if there's no way to dodge them. Keep your cool as a Devil Hunter and you'll find a gap between the electricity.

Just because the Griffon is far away doesn't mean you're safe from his attacks. He will charge towards you with his quick feet and damage you with an intense beak snap.

Similar to an air raid, he'll drop many energy balls while gliding through the air. Try to anticipate where they will fall and avoid being hit.

The Griffon's body attack is backed by its ability to control wind power and it is very dangerous. When he flies high into the air and out of sight, watch out.

The Griffon will release red energy wings that can attack you from anywhere ignoring the objects in its way. Use the shape of the ground to your advantage to dodge it.

The magic circles absorb the evil spirits from the lightning to release a powerful electrocution attack. When this attack is released, a wise countermeasure is to concentrate on dodging.

Sargasso

They hide between the edges of the sea and the Underworld and wait on stray wanderers to feast on them: the spirits of the victims are destined to wander the endless sea of the Underworld.

They will move quickly and feast on the life-form that they sense nearby. They will show their true self only when they attack.



Nobody

As their level of intelligence is low, their kind wasn't given a name. But their skill to survive is a force to be reckoned with. After all, they've made it through this extreme world of survival of the fittest.

The strange dance they do somehow skews the dimension and takes away your magical powers (Devil Gauge). There is no real way to prevent this. When you encounter these evil spirits, you must not rely on your magical powers.

When you destroy the mysterious mask they wear, they will increase their body size along with their strengths. You as a Devil Hunter will have to decide which size of Nobodies you should eliminate first.

Their ultra-high metabolism causes them to drop decomposed products off their bodies that appear like eyeballs. These eyeballs will explode spurting the toxins that it encases.

Sometimes they'll grab the excreted eyeball and throw it towards the player. Keeping your distance away from them doesn't mean you're safe.

Be careful of the giant arm that grows from their back. If you're not careful, they'll grab you with said arm and hurt you -- badly.

Their jump kick attack is so fierce that if you're hit, you'll fly back quite a distance. Especially be careful when they charge and dodge your attack. Do your best to avoid being hit with this jump kick.

When they die, they explode into pieces. Since the Nobodies' bodies are living toxins, stay away from them even when they are dying. If you don't keep your distance, their toxic flesh will hit and damage you.

Fetish

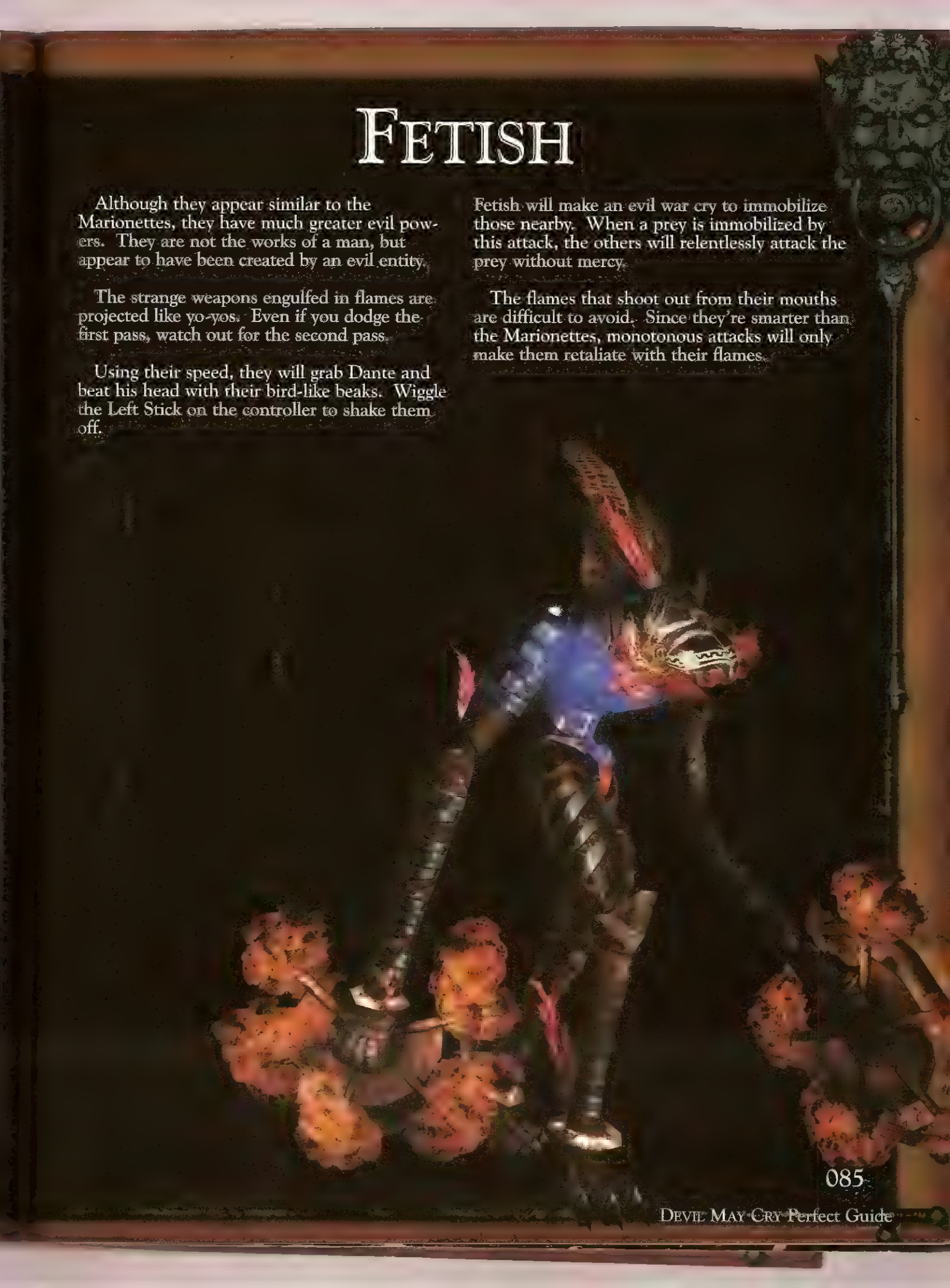
Although they appear similar to the Marionettes, they have much greater evil powers. They are not the works of a man, but appear to have been created by an evil entity.

The strange weapons engulfed in flames are projected like yo-yos. Even if you dodge the first pass, watch out for the second pass.

Using their speed, they will grab Dante and beat his head with their bird-like beaks. Wiggle the Left Stick on the controller to shake them off.

Fetish will make an evil war cry to immobilize those nearby. When a prey is immobilized by this attack, the others will relentlessly attack the prey without mercy.

The flames that shoot out from their mouths are difficult to avoid. Since they're smarter than the Marionettes, monotonous attacks will only make them retaliate with their flames.



Frost

Frosts are soldiers created by the Dark Emperor to take control of the surface. Enveloped in cold air they are the elite of their kind. Their quickness is a definite advantage in cornering prey.

The cold honed claws actually act as an ice blade. The air around the blades is somehow beyond absolute zero temperature and the victims who are slashed will die without feeling any pain.

The claws will become icicles that shoot out deadly projectiles. To dodge after they've been fired is almost impossible. Anticipate their movements to avoid being shot.

It's unwise to think you're safe just because you've managed to sneak behind the enemy. Remember that their claws don't always fire forward.

They will release their intense coldness using the ground as a channeling medium. Listen carefully for the freezing sound of the ground and dodge to the sides.

They will freeze the moisture in the atmosphere with their radiating coldness and transform it into many sharp ice spears. You should be able to sense this attack – if you don't, you'll fall victim to their ice spears.

They can disperse their body at molecular levels which allow them to travel through air. However, they can only travel in straight directions. Anticipating where they will appear may help you in winning the battle.

If enough damage is inflicted, their frozen body parts will shatter. Keep on damaging and stop them from regenerating their lost parts.

They will try to regenerate their shattered body parts by freezing atmosphere. Destroy the ice formations as quickly as possible.

Although impervious even to volcanic fire, the Frosts are weak to higher realms of incendiary. Use the hellfire of Ifrit to counter them.



NIGHTMARE

A bio-weapon created by the Dark Emperor. Its properties consist of inorganic substances. It obeys the commands of its creator with a machinelike determination. Whether it has a consciousness is unknown.

Nightmare-Beta is a similar weapon to the Nightmare. As such, that weapon has no effects against this foe.

The embossed circles on the floor are tools used to restrain the Nightmare from overriding. Once the Nightmare is restrained, it will encase itself in a hard armor -- but will show its core from time to time almost as if it's breathing. To damage the Nightmare, it will have to be in this form.

When you are surrounded in its gel-like form, you will be teleported into an evil dimension. You must defeat the evil spirits that rule the dimension. The evil is a reflection of Dante's trauma that rests in his subconscious.

The round attachments on its body act like a machine gun, firing small energy forces. The damage of each hit is small but when hit repetitively substantial damage can be done.

It can detach a part of its body and project it in the air like a boomerang. The spinning blade only travels in a routine trajectory so watch carefully its movement and find an opening to attack!

Avoid getting close to its sides whenever possible. Its defensive reflexes will activate and a spear-like object will thrust out to eliminate whatever is in the way. If you time your attack with sufficient impact, you'll be able to create a chance for offense.

The white light that's released from the core travels along the ground then pans sideways. Dodging to the sides could be a dangerous move.

The black gel-like things that it releases will wreathe themselves to the prey and freeze him. Wiggle the left Analog Stick to shake them off.

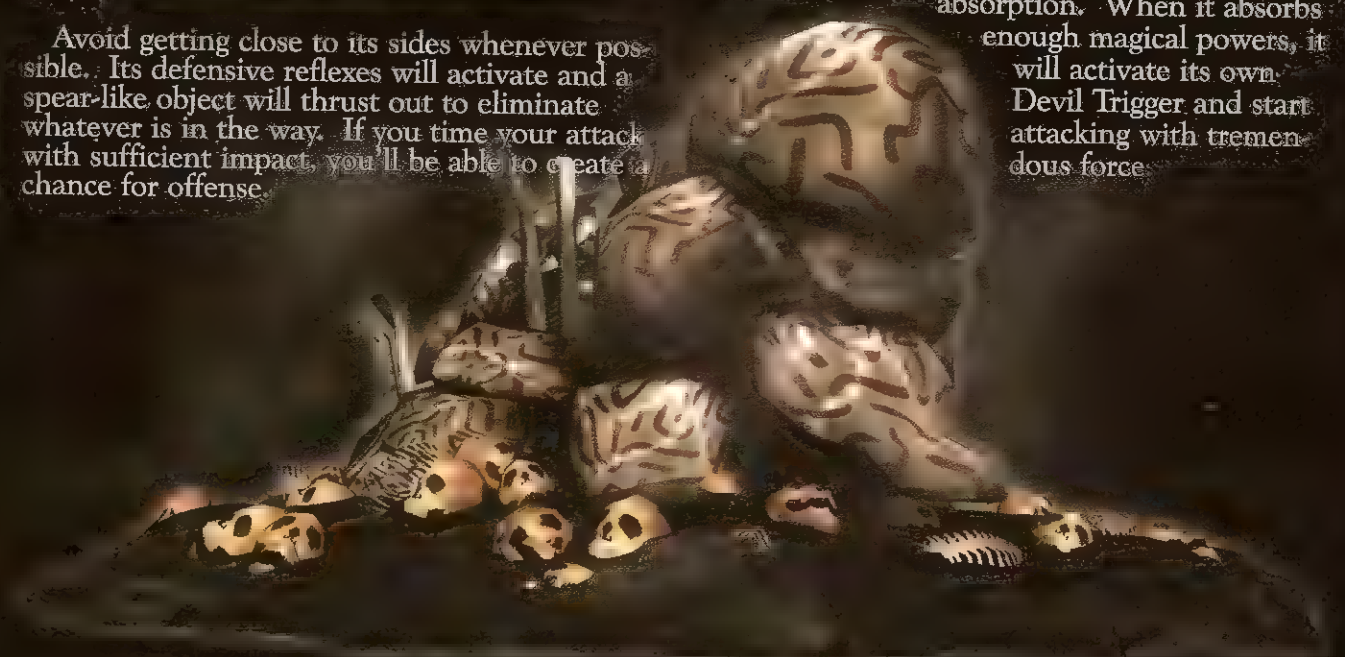
The homing projectiles can be shot back with your guns. Once the missiles lose their target, they will return to the Nightmare's core and damage it.

When it changes to its net-like formation, slash away at the stems and escape quickly. Critical damage is the fate that waits if you fail to escape.

The Nightmare releases its most lethal attack from the hatches on the ends. The intense coldness is the gathered cries of the dead and it'll freeze even magma. When the hatches start to open, do your best to avoid being hit.

The Nightmare possesses several cores. Each time a core is destroyed, its self-defense mechanism activates and its attack formation will change. Watch closely for this.

The core has the power to absorb magical powers and it does not exclude Dante's powers. If it starts to absorb, damage the core to stop the absorption. When it absorbs enough magical powers, it will activate its own Devil Trigger and start attacking with tremendous force.



Plasma

Plasma are electrical evil spirits transformed into the shape of bats.

When they are in the form of bats, they fire blades of electricity. Be ready to dodge when you see them start to charge up light.

They have the ability to copy and transform into the shapes of their opponents. Not only do they copy their shapes but they also have the ability to imitate their behaviors and actions as well.

The charged electricity that fires from their eye is dangerous. The electricity travels horizontally so if you sense danger, jump upwards to avoid being hit.

The Plasma will separate without warning, and how they do it is unknown. Even after separation, they have identical abilities and fully recovered energy. The only way to stop them from multiplying is to eliminate all of them almost simultaneously.

Plasma is an embodiment of evil electricity. Thus the use of Nightmare-Beta against it is useless. Its ability to manipulate ambient energy will only bend the light, not damage it at all.

Alastor is the form of "Spirit of Lightning." It only obeys commands of the chosen one. Hence the powers of the Alastor do not work effectively against the Plasma.



Mundus

Ruler of the Underworld, Dark Emperor Mundus! You've been waiting for this moment. Finish him once and for all!

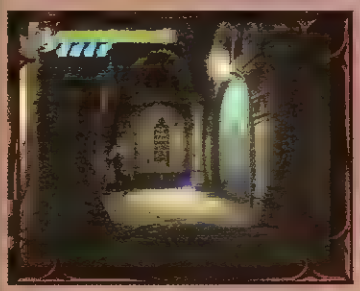


Appendix: Blue Orbs

There are exactly 20 Blue Orbs in Devil May Cry, and if you collect them all you'll have two full life bars. Seven of the Orbs can simply be bought in the shop, and two whole Blue Orbs can be found in the game: One in Mission 16 (see Orb #24), and one in Secret Mission 12. That leaves 11 Blue Orbs, which have been broken up into 4 fragments each and scattered throughout the game. 11 of the 44 fragments are prizes for the first 11 Secret Missions, and the other 33 are hidden throughout the game's first 19 missions.



You can buy 7 full Blue Orbs, but the prices rise quickly...
Blue Orb #1 costs 300.
Blue Orb #2 costs 550.
Blue Orb #3 costs 1000.
Blue Orb #4 costs 1800.
Blue Orb #5 costs 3200.
Blue Orb #6 costs 4300.
Blue Orb #7 costs 5500.

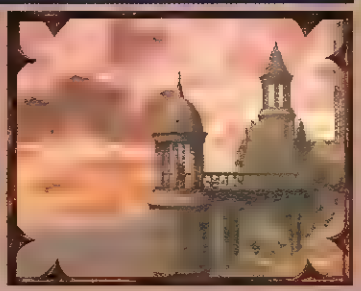




You'll receive a Blue Orb fragment for each of the first 11 Secret Missions. The prize for Secret Mission 12, however, is both a full Blue Orb and the Bangle of Time item.

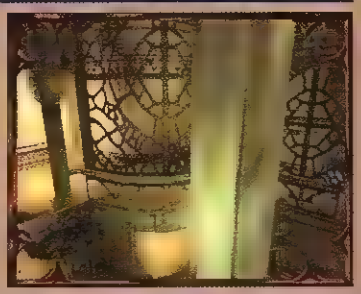
1 MISSION 1: On the Bridge

This one is easy to overlook. It's in the first part before the official begining of Mission 1. Jump up onto the bridge and walk left to the gazebo.



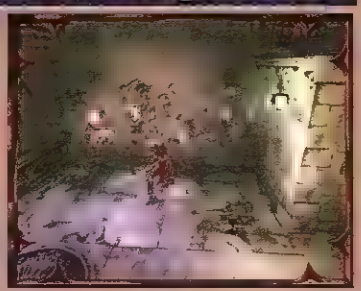
2 MISSION 1: West Wall

This one is a little tricky to get to. You'll need to jump along the west wall in the main hall to get to the crumbled ledge where this Blue Orb fragment lies.



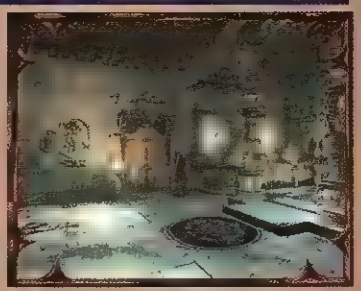
3 MISSION 1:Breaking Armor

Mission 1's third fragment is in the room with the closed portcullis. Simply smash the armor to the right of the door to uncover the Orb fragment.



4 MISSION 1: In the Pool

Enter the second level of the three story tower. Walk through the brown door and jump into the water to the left of the door.



5 MISSION 1: Flying High

This Blue Orb fragment is easy enough to find. It's right in the Armory on the first floor. Simply double jump onto the plane's wing to get the fifth fragment.

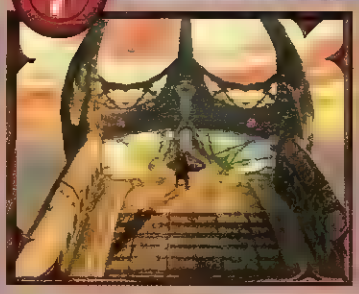


6 MISSION 2: Fun with Desks

At the start of Mission 2 enter the door immediately in front of Dante. Smash the desk furthest from the door for a Blue Orb fragment.

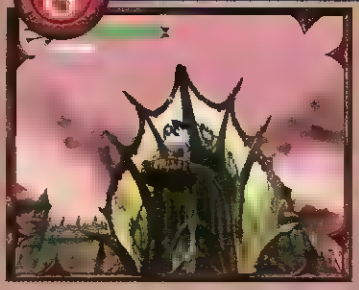


7 MISSION 3: Jumping Bridges



This fragment appears after you fall in the water and kill the Sargasso. Jump across the remains of the bridge, or teleport from underwater to get back here.

8 MISSION 3: Above



After the bridge breaks, jump on top of the canopy by the broken bridge. Then either Vortex, or Air Raid to the chunk of bridge floating in the air.

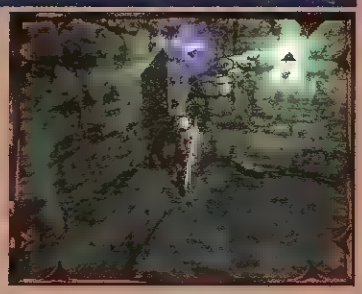
9 MISSION 5: Tower Above

After fighting the Shadow, jump up to the tower in the corner above the door. Then Vortex, Air Raid or Air Hike to the smaller tower for a Blue Orb fragment.



10 MISSION 6: Dark Alcove

When you start this mission head for the dark alcove to the left of the door. Wait there fro a Blue Orb fragment from above.



11 MISSION 8: On the Ledge

After defeating Phantom, drop down to the lower part of the room. Now double jump off one of the horses to reach the ledge with the fragment.



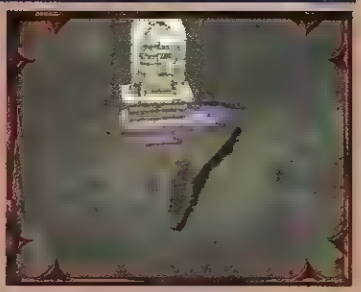
12 MISSION 8: Past the Gate

After you roll under the gate, don't hurry through the door right away. Turn and face the door, then jump in the pool of water to your right for a fragment.



13 MISSION 9: Grave Digging

As soon as you defeat the Blades outside the coliseum go back towards the door where you entered and follow the left wall to this grave. Knock it aside to reveal a fragment.



14 MISSION 11: Latticed Wall

After you defeat the Death Scythe go back to the entrance. Now follow the left wall to this latticed area, double jump to the top and follow the path to the fragment.



15 MISSION 11: Underground

After obtaining the Sign of Chastity, kill all the Blades on your return trip through the underground area. The last one to fall will drop the fragment.



16 MISSION 12: Mast Jumping

To get this fragment, get on the mast closest to the bow of the ship, stand right in the middle, and use Stinger to glide over to the front of the ship.



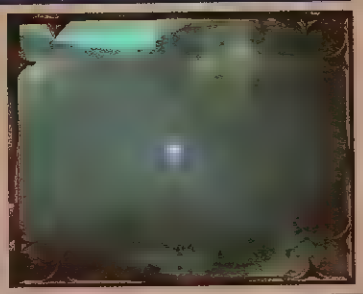
17 MISSION 13: Lower Deck

Swim into the pit between the stairs on the sunken main deck in Mission 13, and shoot through the Blades.



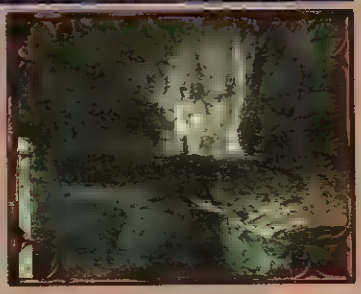
18 MISSION 14: Sunken Mast

Swim up to the surface, and then drop right back into the water where the sunken mast is to collect your prize.



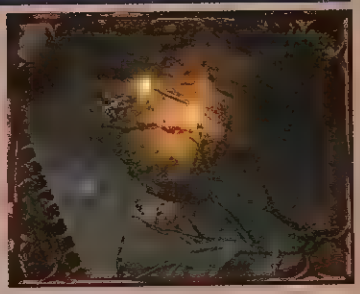
19 MISSION 14: Rocky Edge

To get to the ledge where this Orb fragment lies, you must double jump off one of the rocks near the gondola. If you have Air Hike, use that instead.



20 MISSION 14: Cliff Jumping

To get this fragment, you must follow the rickety bridge to the cliff's edge. Jump down to collect your Blue Orb fragment.



21 MISSION 15: Shield Door 1

Go into the left Shield Door and follow the stairs to the bottom. Break the suspicious wall with cracks in it. Inside will be a barrel with an Orb Fragment



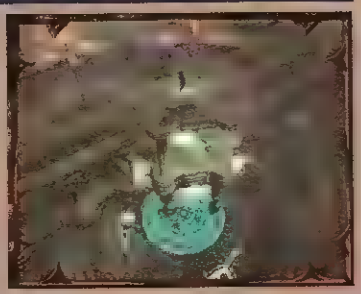
22 MISSION 15: Shield Door 2

Go into the right Shield Door. Follow the path until you reach the room with Nightmare-beta. Fall into the pit and double jump under the platform.



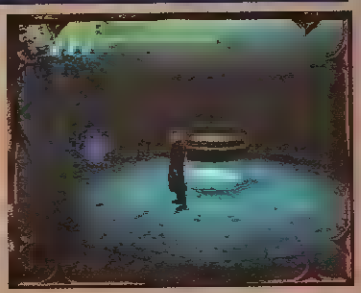
23 MISSION 15: The Coliseum

Use one of the teleporters to get to the top level of the coliseum. Run to the top of the bridge and pause in the middle to make the Blue Orb fragment drop.



24 MISSION 16: Easy Orb 1

This easy-to-find Orb is a full four-fragment Orb. Just walk to the elevator platform and it will be on your left side.



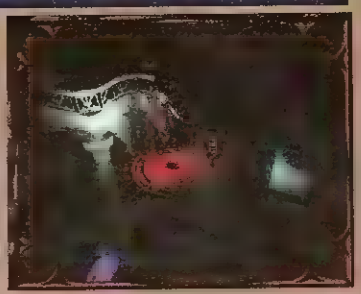
25 MISSION 16: Easy Orb 2

This Blue Orb fragment is in the main entrance where you began in Mission 1. Simply walk to the right of the horse statue to find it.



26 MISSION 16: Mid Air Orb

This fragment is tricky to get. Place yourself by the ledge in front of the main entrance's Statue of Time and Air Hike to the fragment. It may take a bit of trial and error.



27 MISSION 16: Face Statue



Exit the main entrance and enter the hallway from Mission 2. Double jump in front of the wall-mounted bust to reveal another Orb fragment.

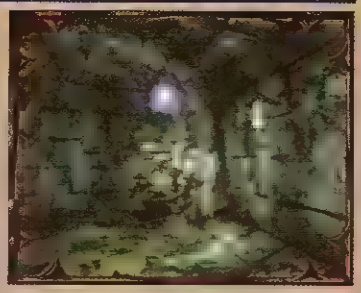
28 MISSION 17: A View



After you've turned the crank and received the Quicksilver in the Gallery, go to the balcony to the right of the second mirror to find a fragment.

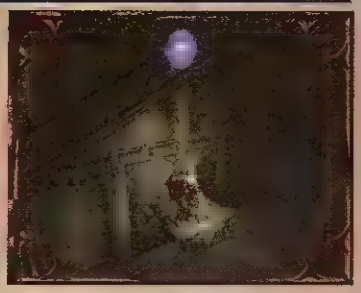
29 MISSION 18: Water Prison

In the underwater area enter the hallway and follow it down to the end. Turn right through the rusty gate, and shoot the barrel inside to reveal the fragment.



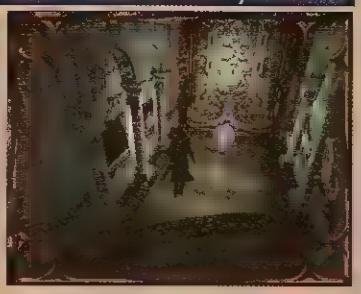
30 MISSION 18: Water Tower

Fill the tower with water, swim up to the small ledge on the first floor, and wait for the water to drain. Or you can jump down onto it from the stairway above.



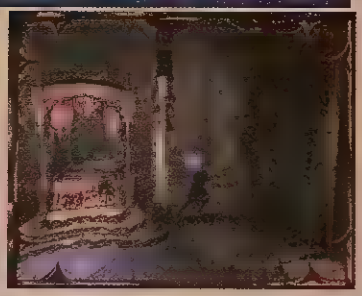
31 MISSION 19: Hallway

Before entering the portal in the courtyard, jump up to the double doors on the second floor. Follow the hallway to a Blue Orb fragment.



32 MISSION 19: Bizarre Bedroom

You'll find an easy Blue Orb fragment in the corrupted world version of the mirrored bedroom.



33 MISSION 19: Bizarre Tower 1

In the corrupted world, make your way up to the ledge were the Untouchable and Red Orbs were in the normal world. Simply fall off the edge to get the fragment.



34 MISSION 19: Bizarre Tower 2

Getting fragment 33 makes this fragment appear in the distant tower. Jump back up to the ledge you were just on, and Air Raid or Vortex over to it.



Appendix: Secret Missions

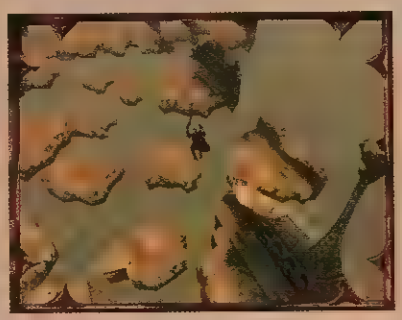
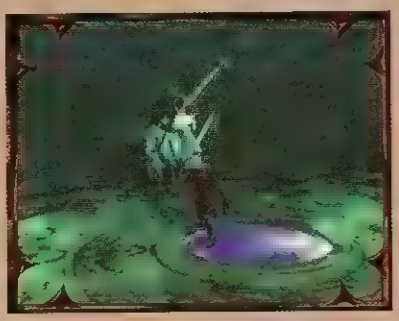
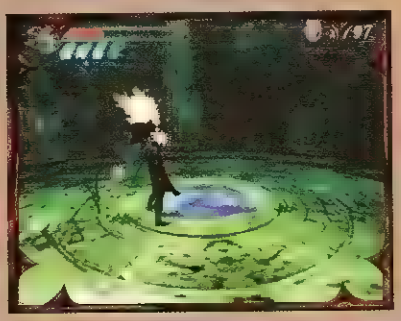
Mission 03

Secret Mission 1 [Critical Hit]

Aim for its weak point and defeat it in a single shot.

Retries - YES Difficulty - ★★★ Condition - After defeating Phantom

Killing the boss unseals the blue door, but if you instead head through the brown door and jump into the water beneath the broken bridge, you can uncover the first Secret Mission. To beat this one, you'll need to score a Critical Hit on a Sin Scissors enemy. To do so, use your sword to parry his scissors snip, which will throw him off balance for a second. Rush in and hit R1 to raise your Shotgun and blow his ethereal brains out before he can recover and raise his blade again. To get the critical hit, you have to be so close that your gun appears to be sticking out the other side of his head, so this can be tricky to set up. Fortunately, you can try again if you fail, but you may need to hit your Devil Trigger to regain some health before you jump back in.

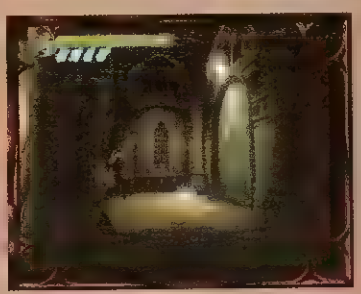
Mission 04

Secret Mission 2 [Phantom Baby]

Defeat 100 Phantom Babies within the time limit.

Retries - YES Difficulty - ★ Condition - Available anytime

As soon as Mission 4 begins, you can enter the first in a series of three Secret Missions by stepping right back into the boss room. This one's fun: All you need to do is kill 100 baby spiders in 30 seconds. The best strategy is to use your handguns and fire constantly as you walk around crushing spiders with your feet. There are two groups of spiders on either side of the door, and one near the altar at the end. If you're having trouble with this mission, cheat: use your Devil Trigger to increase your speed when running to the pack of spiders by the altar. As always, victory will get you a Blue Orb fragment that will appear near the door.

Mission 04

Secret Mission 3 [Phantom Baby II]

Defeat 100 Phantom Babies in the time limit without using any weapons.

Retries - YES Difficulty - ★★ Condition - After secret mission 2



The door at the end of the hall now contains Secret Mission 3. Once again, you have to smash 100 spiders, but with only 20 seconds on the clock. The only weapon you can use is your feet, so blow through this mission by hitting your Devil Trigger and zooming around the room at demon speed. If you don't have the Trigger, taunt the spiders until you do.

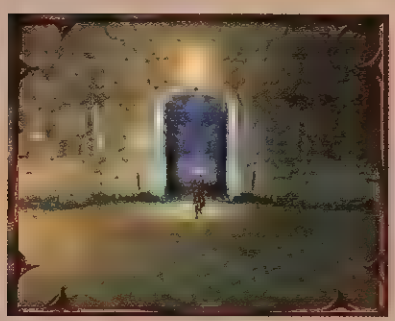


Mission 04

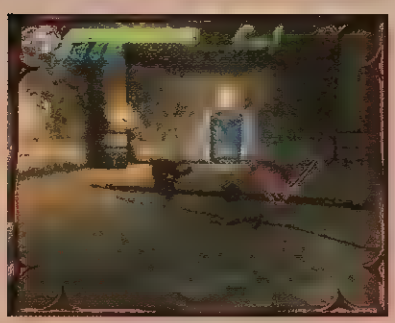
Secret Mission 4 [The Three Beasts]

Fight the Shadow. You only have one chance.

Retries - YES Difficulty - ★★★★★ Condition - After First Shadow fight



Yeesh! If you had problems with the solo Shadow, you won't have an easy time battling three at once (and with no retries!). This mission takes place back in the Arena where you fought the Marionettes in Mission 1 (3), and can be attempted any time after you kill the Shadow in the courtyard, and before you complete Mission 4. If you don't care about your ranking, cheat your way through it by dropping into a shop and buying a Holy Water. If you're intent on doing it fairly (and preserving a chance of an S ranking), you'll need to isolate a single Shadow and take it out quickly. Use your Devil Bar and go wild. It doesn't matter if you take a few hits, since you'll get a Green Orb for killing it. With one down, you can dodge the other two while you refill your Devil Bar and prepare to repeat the process.





Come heavy, or not at all. You have no chance here without a full Devil Bar. Whether this excruciatingly difficult Secret Mission is the punchline to the previous Secret Missions' one- and two-star jokes, or karmic retribution for Dante's various fashion sins, we may never know.

Mission 07

Secret Mission 5 [One Eyed Devil]

Lure the Kyklops into their mutual death.

Retries - YES Difficulty - ★★★ Condition - available anytime



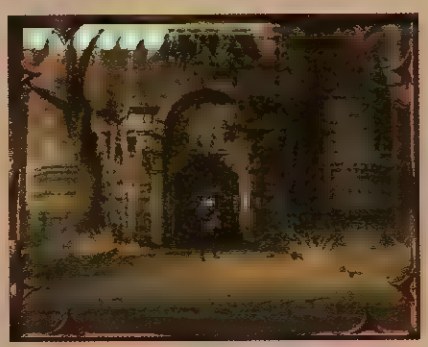
This Mission takes place in the room where you got the Rusty Key. The point of this mission is to get the two Kyklops to kill each other. So stand right in between them, wait for them to shoot their giant boulders, and jump out of the way. Air Hike is really useful here, as it keeps you out of danger that much longer, so use it if you got it. The Blue Orb fragment will appear as soon as the first spider dies, and you're then free to slaughter the remaining spider.

Mission 11

Secret Mission 6 [Wandering Ghosts]

Acquire the Blue Orb that's floating in the air.

Retries - YES Difficulty - ★★★ Condition - available anytime



As soon as this Mission 11 begins, step right back through the door behind you. The point of this mission is to jump off of the Sin Scissors to get to the Blue Orb fragment floating in the sky. The most challenging aspect of this mission is figuring out where exactly the stupid Orb is. If you stand at the spot shown, about 3/4 of the way from the door to the large weed on the path, you'll be right underneath it. Just keep jumping straight until a Sin Scissors ends up in just the right position above you for an easy enemy jump.

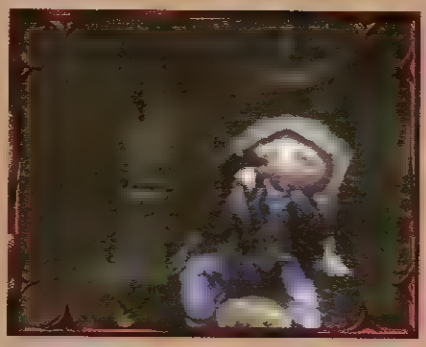


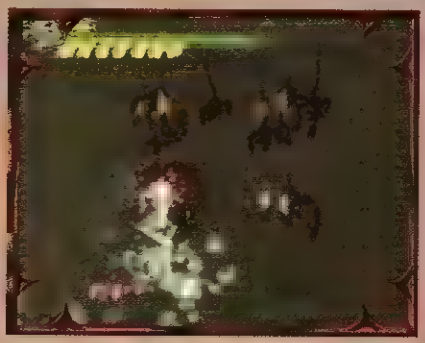
Mission 14

Secret Mission 7 [Water Cells]

Eliminate all the enemies and escape from the ship.

Retries - YES Difficulty - ★★ Condition - available anytime





Before you even see the Mission 14 title, head right back into the ship and swim all the way through the main deck and into the ventilation shaft that leads to the Captain's Room. Examine the captain's body and you'll be sucked into a mysterious underwater nether space that contains nothing but eight swimming Blades. I don't know what you expect to hear from me in the way of strategy... Kill them all? Try not to get hit? Focus your attacks on the same enemy until it dies? That's about as fancy as this area gets. The "escape" part consists of nothing more than grabbing the Blue Orb fragment that appears when the last one dies.

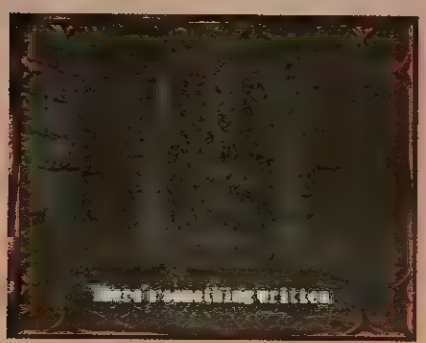
Mission 15

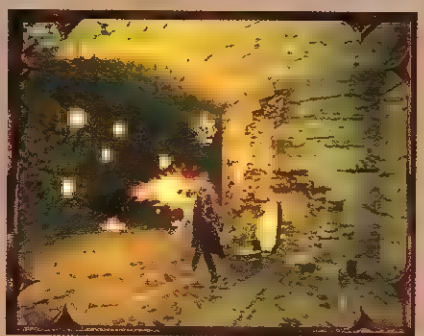
Secret Mission 8 [Treasure of the Reaper]

Defeat all the enemies.

Retries - YES Difficulty - ★★★★ Condition - available anytime

Run back to the elevator and take it to the room where you got the Emblem Shield. The mission begins when you look at the skull relief pictured here. Once again, you have to kill three Shadows, but this time it's a little easier. Roll away from Shadow #1's cheesy opening strike, and immediately use your Devil Trigger. Hit it with flaming Shotgun blasts until the orb appears, then break out the Ifrit power combo. If you stay right at the point where the mission begins and kill the first one quickly, you can take out the enemies one-by-one and avoid dealing with the spikes.







Mission 16

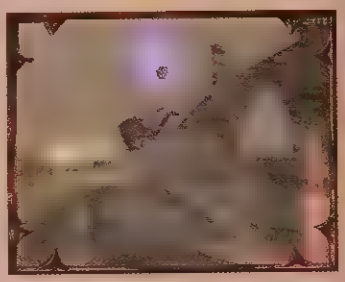
Secret Mission 9 [Stairway of Tranquility]

Acquire the Blue Orb at the end of the stairway of death.

Retries - YES Difficulty - ★★★★ Condition - Available anytime



Re-enter the Coliseum to begin the Secret Mission 9. To complete it, you'll need to jump up the stairway of skulls and pick up the Blue Orb fragment at the top. It'll take four quick hops, and then jump back from the top skull, since the Orb fragment is actually located above the second-to-last one.



Mission 16

Secret Mission 10 [Shadow of Darkness]

Hunt down all the Shadows.

Retries - YES Difficulty - ★★★ Condition - After Nightmare battle

If you return to the airplane hangar room after defeating Nightmare, this mission will begin. The objective is to hunt down and eradicate the four Shadows on the ground floor of the castle. Two are in this room, crouched on the wing of the airplane. Once you lure them off the plane, jump back up there and fill your Devil Bar with taunts or cheap shots. The next is in the main hall, where you found that second Blue Orb fragment way back in Mission 1. The last is in the portcullis room, through the red door. When all four are dead, you'll get the Blue Orb fragment.





Mission 17

Secret Mission 11 [Blue Gem in the Sky]

Acquire the Blue Orb that's located high in the sky.

Retries - YES Difficulty - ★★★ Condition - Available anytime

Go right back through the portal and make it across the bridge without falling into the water (easy if you use Vortex or Air Raid). I like this Secret Mission because it's the only one you can totally cheat

at. I guess you're supposed to use the Death Scythe's special ability to hurl you up in the air underneath the Blue Orb fragment, but that's an awful lot of work to set-up. I prefer to kill the Death Scythe, charging Dante's Devil Bar in the process. Then hop up onto the bony canopy, and just Vortex across. If you fail, the only way you can retry is to take the warp out of here, and cross the bridge again.





Mission 21

Secret Mission 12 [Hidden Bangle]

Find the hidden bangle that resides in the secret corridor.

Retries - YES Difficulty - ★★★★ Condition - Available Anytime







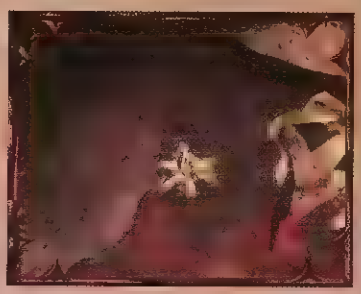
Getting to this secret mission is tricky... You need to press the gun/search button at the spot shown here, as if it were a door. You'll enter a hidden labyrinth where you'll be forced to fight three one-on-one battles with Nobodies. In one of them, you'll find a Blue Orb (yep, an entire four-fragment Blue Orb), but that isn't the prize for this mission. To make it through the labyrinth, just pick a side (like Dante's right) and hug that wall as you run through the labyrinth. It's easy to get turned around during the Nobody battles, but don't worry if you get lost... The labyrinth isn't that big, and if you stick to one side, you'll find the door to the next area sooner or later.

There's a giant dragon here, and if you hit the massive orb between his legs (um....) you'll get a ton of Red Orbs. This guy doesn't breathe fireballs, so there's nothing to reflect, but you can get in his face and just beat the crap out of him. Just step to the side after every few hits to avoid his breath. A bunch of Frosts will then appear on the bottom, but you can ignore them and continue upwards to get to the prize. Jump from ledge to ledge, and then take a ride on the first two giant eye-things. Ignore the third, and jump across to the glowing item: The Bangle of Time.





Use the Bangle of Time like a weapon to freeze time for as long as your Devil Bar lasts.







Appendix: Secrets

New Game Modes



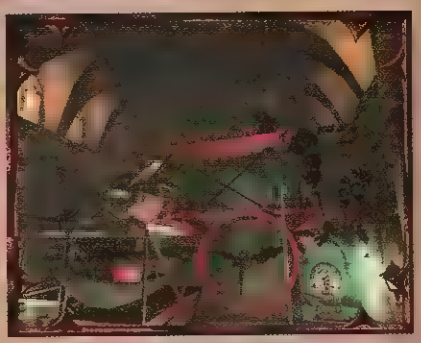
The only prize you get for beating Normal Mode is the option to choose Hard Mode. If you continue off of your saved file, you'll automatically be in Hard Mode. You even get to keep all your items and moves (all the Blue Orb fragments you already picked up will now be Yellow Orbs). Beat that, and you'll unlock Dante Must Die! Mode. This mode isn't simply harder than Hard Mode -- it actually has a few new game concepts, which we'll discuss later on.



Hidden Characters



There are two hidden characters. When you beat Hard Mode, you'll unlock The Legendary Dark Knight (Sparda, apparently), a foppish fellow who battles evil with a smoking jacket, monocle, and a new sword (which is better than Force Edge, but not by much). This is one of the most rewarding costume swaps ever: Sparda has new battle music, a cool shadow (check it out!) and even different names for his handguns!





If you beat Dante Must Die! mode, you can play as Super Dante. This is the same as regular Dante, except his Devil Bar never goes down, so you can play through the entire game in Devil Form. That should make getting all S Ranks a lot easier!

These characters are only selectable if you start a new game.



The King of Hell



If you score an S Rank on every mission of any one mode (except Easy/Automatic), you'll receive this nifty picture. If you get an S Rank on every mode, you'll receive...nothing.



Dante Must Die! Mode: Strategy

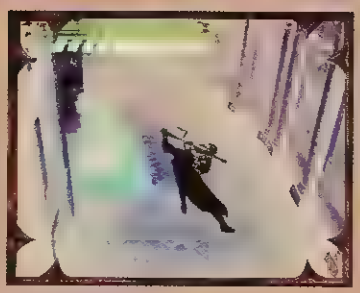
There are two major changes in Hard Mode: Bosses are tougher, and the enemies are different. The change in enemy placement forces you to fight difficult enemies much earlier and in increased numbers. Dante Must Die! incorporates both these changes, but with the addition of something we call "the Red Lightning Effect" or "R.L.E." for short. A timer will appear in certain areas, and if you don't kill the enemies before it hits 0, the enemies will crackle with red electricity and become MUCH harder to kill. There are ways to deal with these super-charged enemies, like Ifrit's Meteor attack, but the best strategy is always to kill them before the time runs out.

Mission 1



Everything on this mission is the same as it was in Hard mode, until you get to the arena. The arena now has a 40 second time limit, and if you don't kill the Marionettes in the time allotted they will get the R.L.E. and be much harder to kill. The easiest way to a quick kill is to use Sparda's Stinger, which both plows through the enemies and gets to the other side of the room super fast. There is one other option...remember that Bangle of Time you got way, way back? Well, it's finally going to come in handy. Activate it and go for a group kill while the Marionettes stand stupefied in a winter wonderland. The group kill is also the safest way to slay enemies when in their R.L.E. forms.

Mission 2

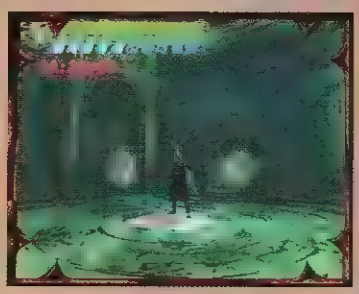


The hallway now contains a random selection of enemies: Either two Shadows or a bunch of Marionettes. You can utilize the strategy from the arena on the Marionettes, but you'll need to take a different route for the Shadows. First lure one of the Shadows away from the other and go crazy with your handgun until the Orb appears. That's your cue to use your Bangle to freeze time. Kill the orb with Stinger or Ifrit's charge moves, and repeat the process for the other one.

The Sin Scissors in the courtyard now have a 40 second time limit. If you don't kill them quickly they'll get the R.L.E. and change colors, but don't worry too much; though they look cooler than their old form, they're just as easy to kill. A couple of good ol' Shotgun blasts to the head is still all it takes to kill them. If there are Blades here, it'll be a bit tougher, so use Bangle to beat the clock. The library also has Sin Scissors with a 60 second time limit. Use the same strategy you used before.



Mission 3



After the bridge breaks, you'll have 25 seconds to kill the Sargasso, or the Red Lightning Effect will transform them into the cyclopean leader Sargasso. Which only means that they now take two Shotgun blasts to the head.

Next we fight Phantom. The bosses in Dante Must Die! have quicker moves and more vitality than they did in Hard Mode. Use Air Raid to kill this monstrosity and charge your Devil Bar back up with the Grenade Gun.

Mission 4



There is now a Death Scissors in the courtyard where the Shadow used to be, and a 60 second time limit. You're stuck in a confined space, so jump up and slash down with Sparda to kill the Scissors effectively. You can also use the Bangle if he's about to get R.L.E. Angelo is the same as he was in Hard Mode.

Mission 5



There are now two Shadows here, so lure one away from the other and then use the same strategy as before.

Mission 6



There are now timed Plasma enemies in the room where you got the Rusty Key. You'll need to use the Bangle or Inferno to take them down within 30 seconds. If you have any Devil Bar left over, use the Bangle on the Death Scissors at the end of this mission. If you don't, use Sparda Jump Attacks.

Mission 7

As in Hard Mode, there are now Frosts in the hallway. Hint: Ifrit.

Mission 8

The same as Hard Mode.

Mission 9

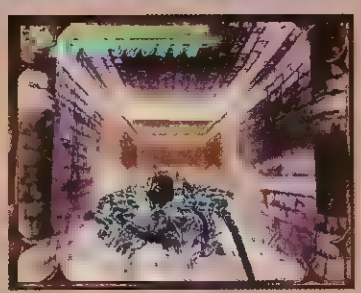


You have 1:30 to beat the timed Blades outside the coliseum, so use your Bangle if necessary. Next up is the giant bucket of chicken known as Griffon. If you choose to fight him instead of running onto the next area, watch out for his new criss-cross electricity attack. It's harmless when it starts out as faded yellow, but you'll need to find a safe spot before it turns pink (and deadly). Now use the same strategy you used in the other modes. Kill the Marionettes and Fetishes off with the Bangle or, if you don't mind wasting time, just stand by the door and fire your Grenade Gun.

Mission 10

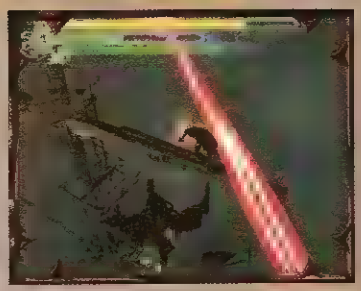
This mission is the same as it was in Hard Mode.

Mission 11



I know you've heard it before, but you might want to use the Bangle to kill the massive onslaught of Blades in the underground area. If you want to shake things up, use Inferno. If you're tired of using the same two tactics over and over again, well...tough. Angelo is the same as he was in earlier modes.

Mission 12



As soon as the mission begins, you have 15 second to kill the marionettes and unlock the doors. On the main deck, you'll have 60 seconds to kill a pack of Frosts. Griffon is pretty much the same, but we do have a few tips: Always jump up to the top mast and shoot down from there. When you're dodging his lightning blasts, hold down the R1 button so you won't fall off. We're not sure why this works, but it does.

Mission 13

Same as Hard mode.

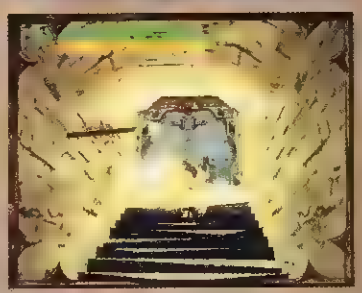
Mission 14

Watch for falling rocks while in the Cliff Face area! There's a Death Scythe in the next room, and a 60 second time limit.

Mission 15

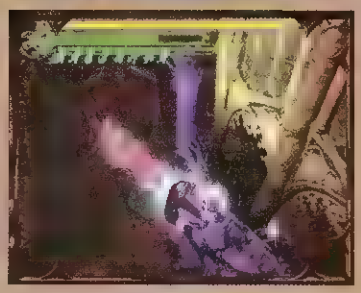
And the hot strategy keeps on flowing! Let's start with the Red Shield door... first fight the Fetishes with, surprise, the Bangle. Then go into the next room and fight the Death Scythe. Lure it to the hallway where the door is and kill it with an Inferno blast. You can also entice him into the room with the Devil Bar recharger and use that to refill your Bangle.





Next up is the coliseum battle with Foghorn Leghorn. Use your handguns to build up your Devil Bar. Use Air Raid immediately, and shoot while circling behind him so he'll be too busy trying to catch up to do much damage. When electricity begins to surround the Griffon, and the screen darkens a bit, drop to the ground and prepare to dodge his lightning blasts with rolls maneuvers.

Mission 16

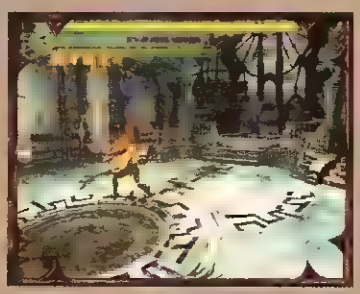


You get 60 seconds to defeat the timed Fetishes or Nobodies in the hallway. You can use the tried and true Bangle/Sparda strategy on the Fetishes, but Inferno works better against Nobodies.

Fight defensively versus Nightmare. Hit the switch and run along the wall, as far away from it as possible, until you see the white tracer that signals his ice beam. Then use Air Raid and keep flying back to the door as you fire. After you burn out or he sucks away the Devil Bar, start refilling it. Use the Grenade Gun if he's intact, or taunts if he's in goo form.

Mission 17

There are four timed Frosts in the courtyard where they were first introduced in Normal Mode. Use Inferno to kill the first and erase the R.L.E. timer. Then Inferno the next two to unlock the door.



For our final Angelo battle, we'll start with a charged Meteor attack, and then follow it up with a string of uncharged Meteor hits. Avoid his attacks and watch him carefully until he does his four-hits-then-laugh combo, his punch/kick combo, or his upper cut/downward slash combo, all of which end with an opportunity for Dante to get in a combo of his own. Fill up your Devil Bar using this strategy, and then spend it on more Meteor attacks. If he tries to use his Stinger attack, cancel it with a jump kick.

Mission 18

The only difference in strategy for this level is not to let Nightmare suck you into the nether world. Griffon is just too difficult to be worth it.

Mission 19



In the corrupted world, you'll have to fight three Nobodies at once. Use your Bangle to stop them in their tracks. Inferno is tempting, but they'll steal your Devil Bar if you're not fast enough.

Mission 20

This should be the last Nightmare of your life. It's boring, but you'll probably want to use the Air Raid strategy until Nightmare is down to 25% of his life bar. Then let him swallow you and go down to hell. His last form is incredibly dangerous, but this will leave him virtually no health and you with a full Devil Bar to Air Raid his second orb to pieces.

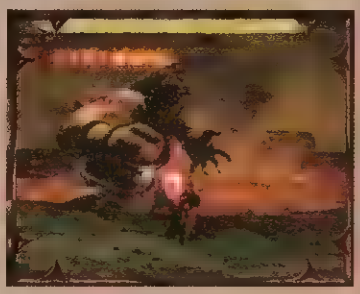
Mission 21

This mission is the same as Hard Mode.

Mission 22



The strategy for beating Mundus' first form is the same, except for two changes. You'll need to use your roll a lot more, and you'll want to use your Devil Bar as soon as you get it because in this mode the full thing doesn't do much more damage.



Equip the Shotgun for Mundus' final form, since it can blow away two orbs at once, including the deadly black ones in the back. Target those, because Mundus will use them to fire his magic missiles at you. If you destroy them, he'll only be able to throw one magic missile at a time. If he threw any more than that, it would be impossible to dodge.

The number one rule of fighting Mundus is to NEVER GET CLOSE TO HIM. When your Devil Bar is full, just use your Devil Form to hit him with your meteor attack. When Mundus is near death, he'll put his hand in the lava and rain columns of fire down on you. To avoid them, watch his hands and start running and jumping to the left (so you're in sync with his orbs) as soon as you see it move.

Mission 23

You still have to kill the two Nobodies in the second room, and now you have to kill the Frost in the third room as well. In the hallway outside the Armory, you'll have to fight Shadows instead of Blades. You should still have plenty of time to make it to Mundus, who you can easily kill with the same tactics you used in earlier modes.

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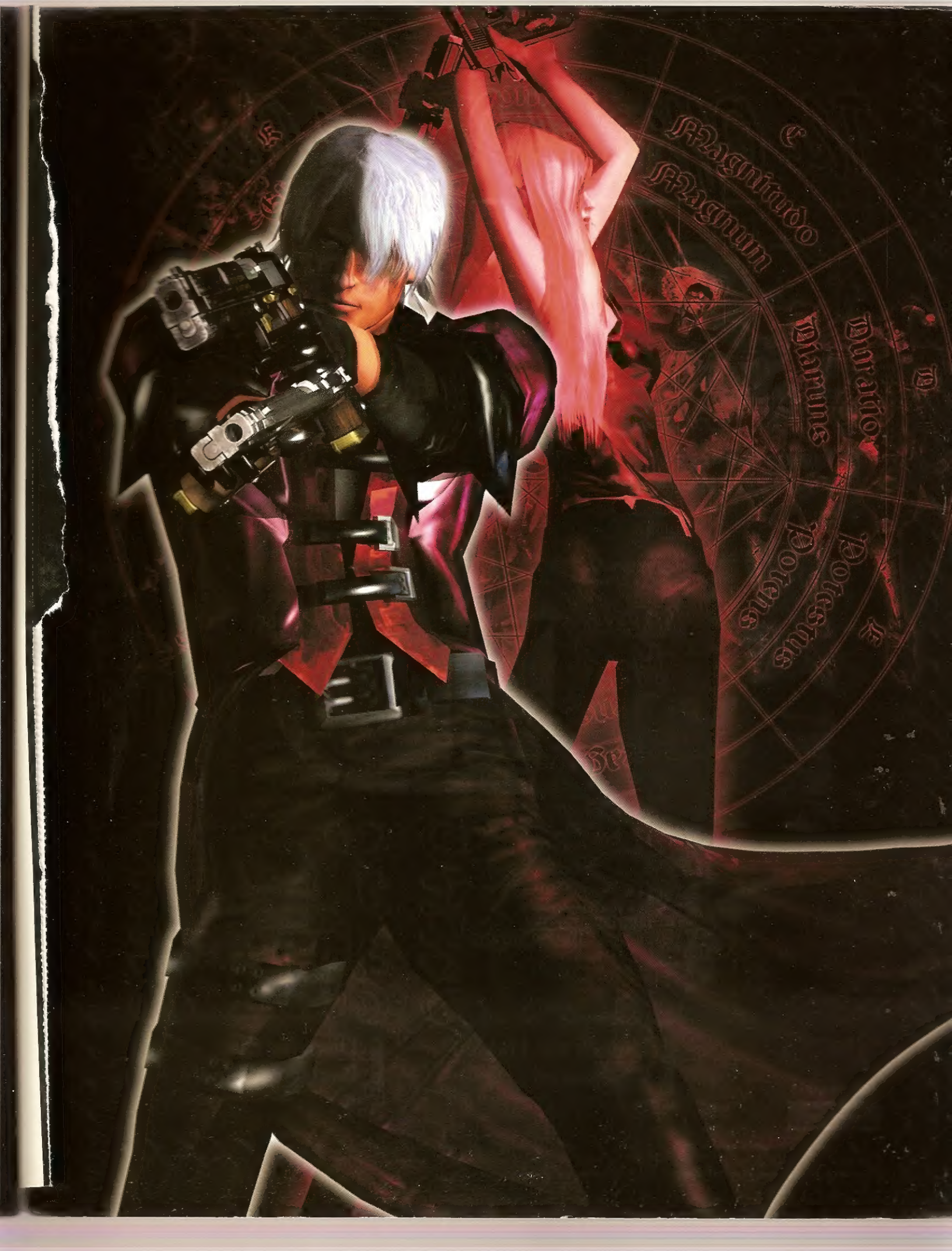
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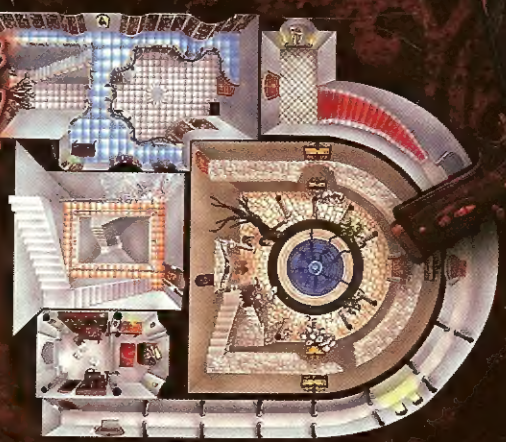


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